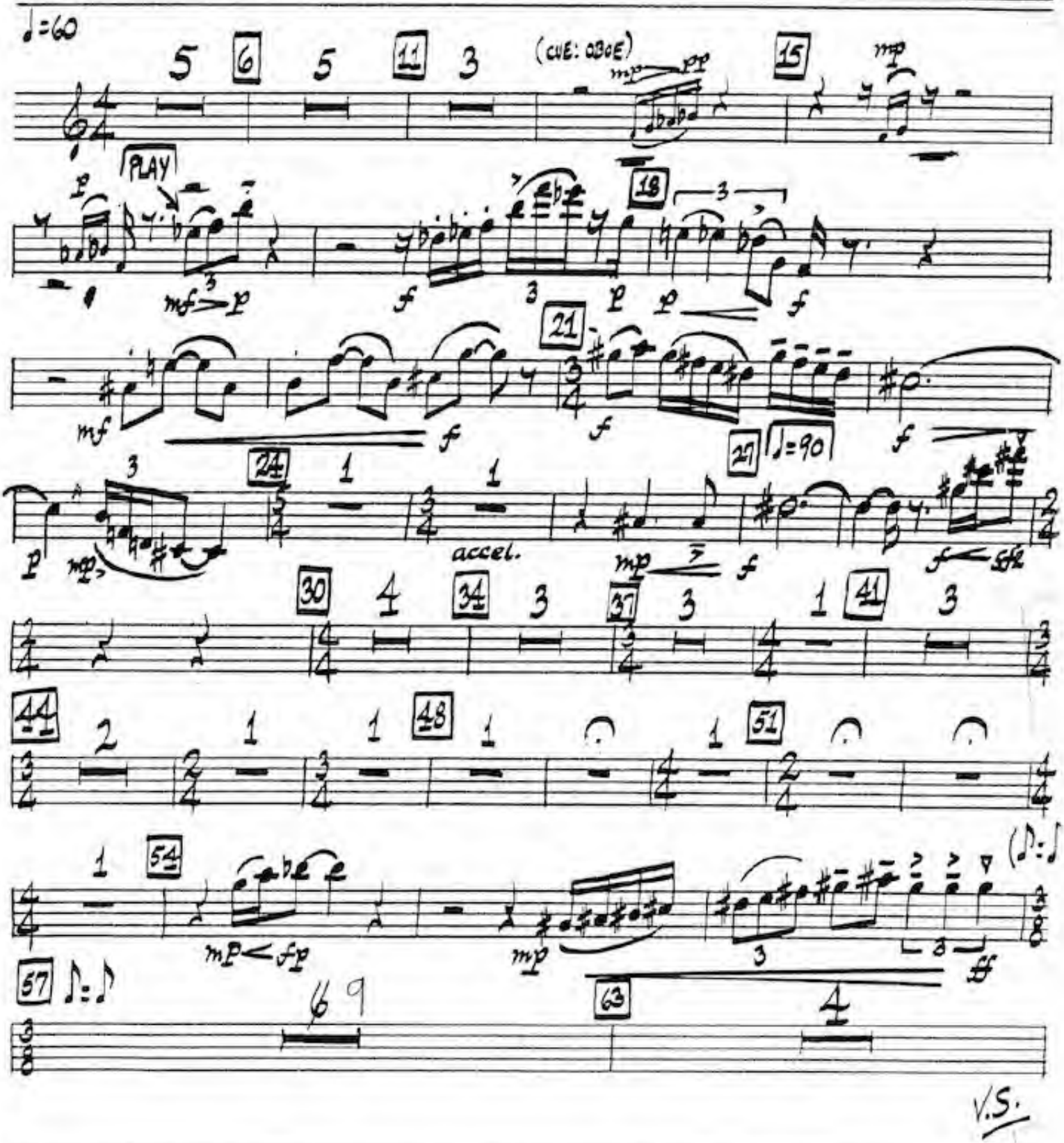
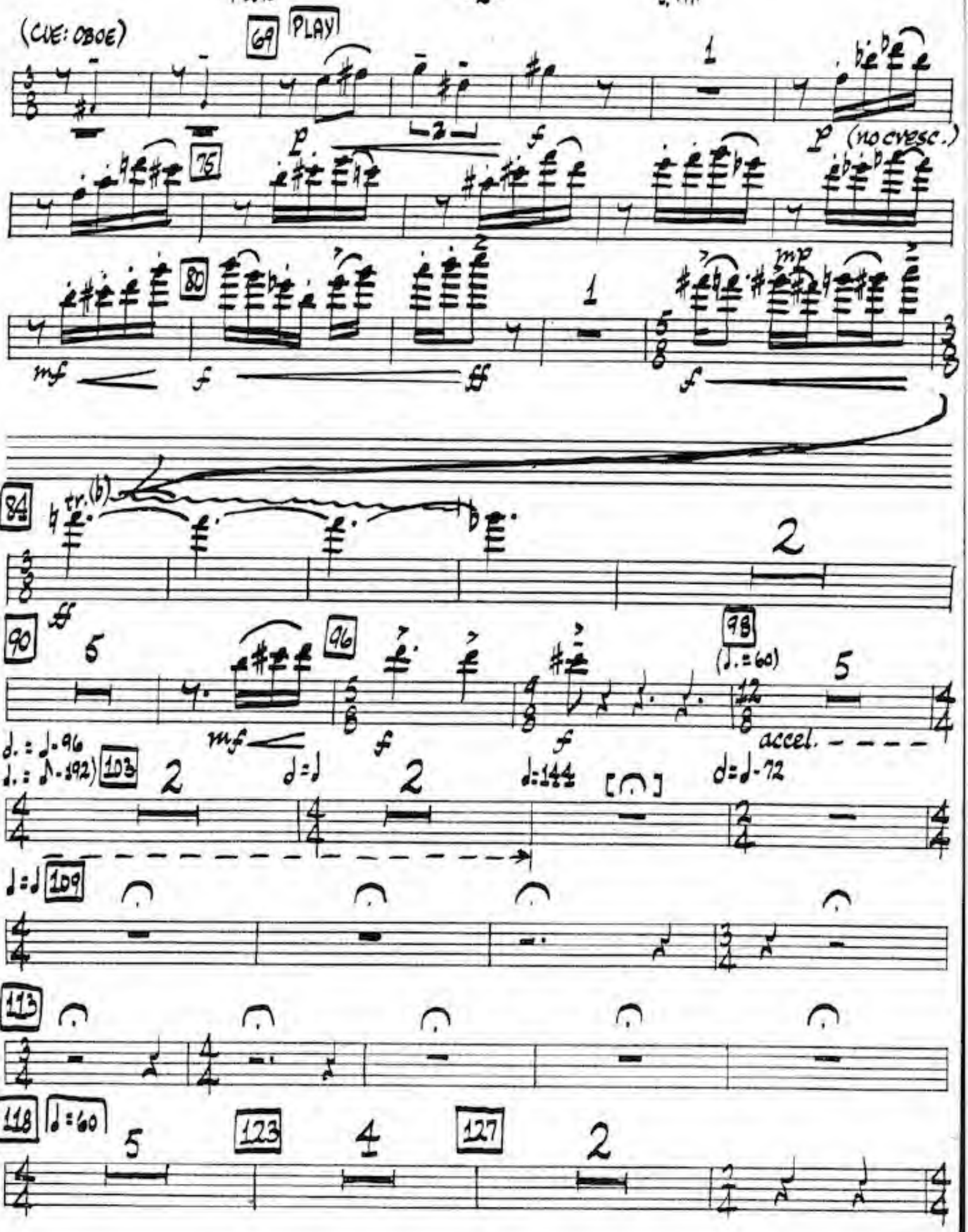
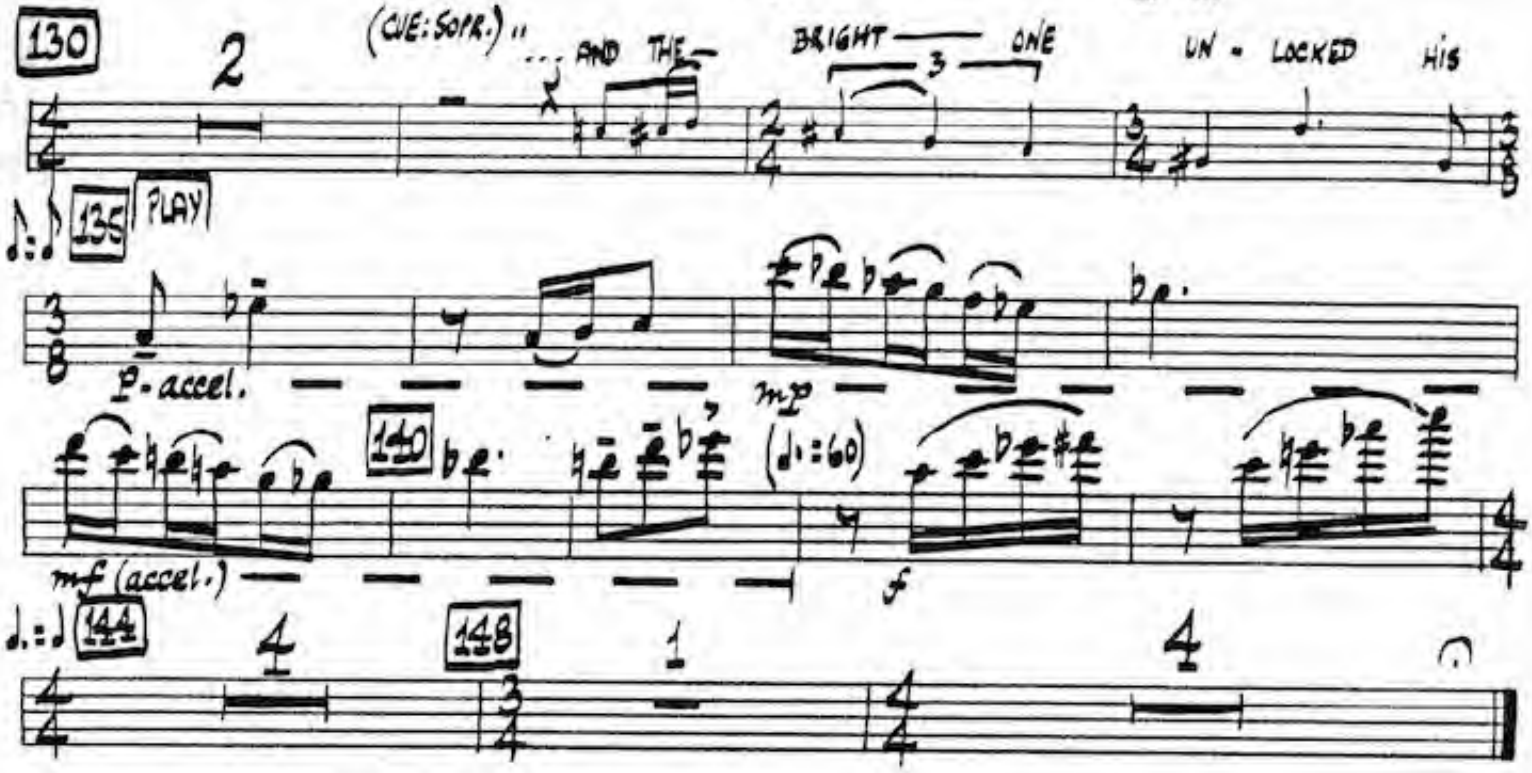
FLUTE

ELOHIM AND ADAM

LAN. COMTE



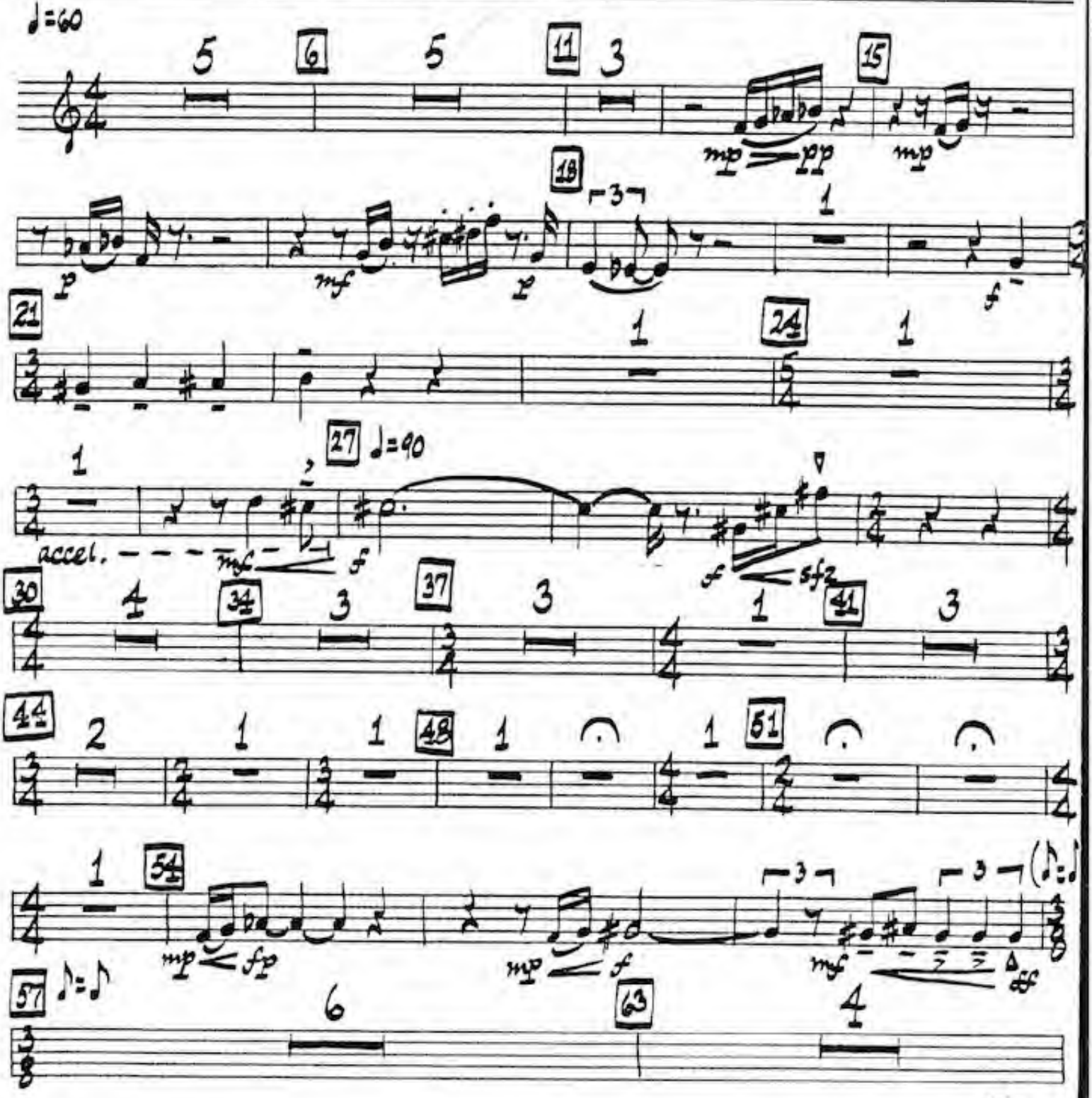

(CUE: OBOE)
69
PLAY
75
80
(no cresc.)
84
tr.(b)
90
96
98
(♩. = 60)
accel.
103
109
113
118
♩ = 60
123
127

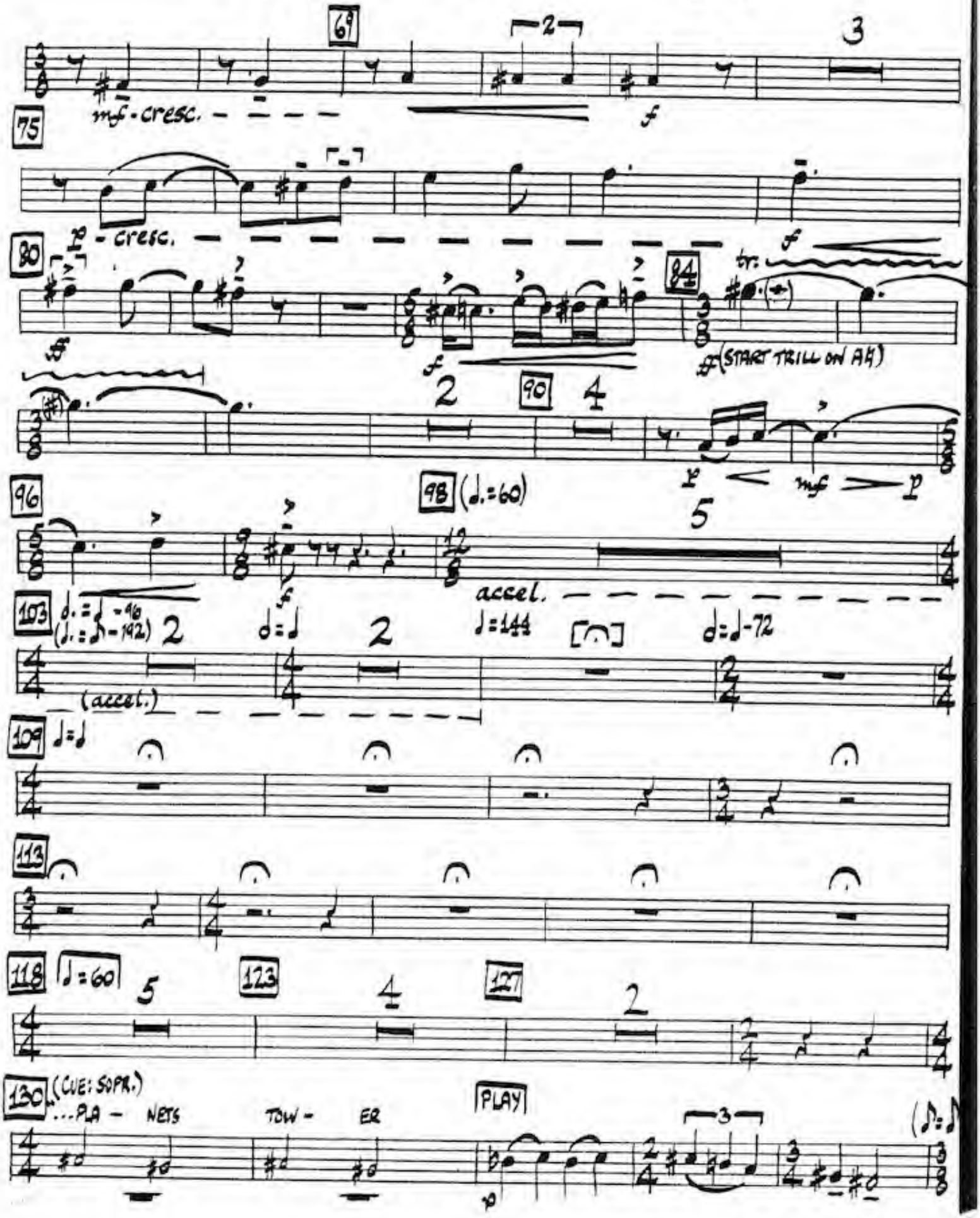

130
2
(CUE: SOPR.) "... AND THE
BRIGHT
3
ONE
UN - LOCKED
HIS
135
PLAY
p - accel.
mp
140
(♩.=60)
mf (accel.)
f
144
4
148
1
4

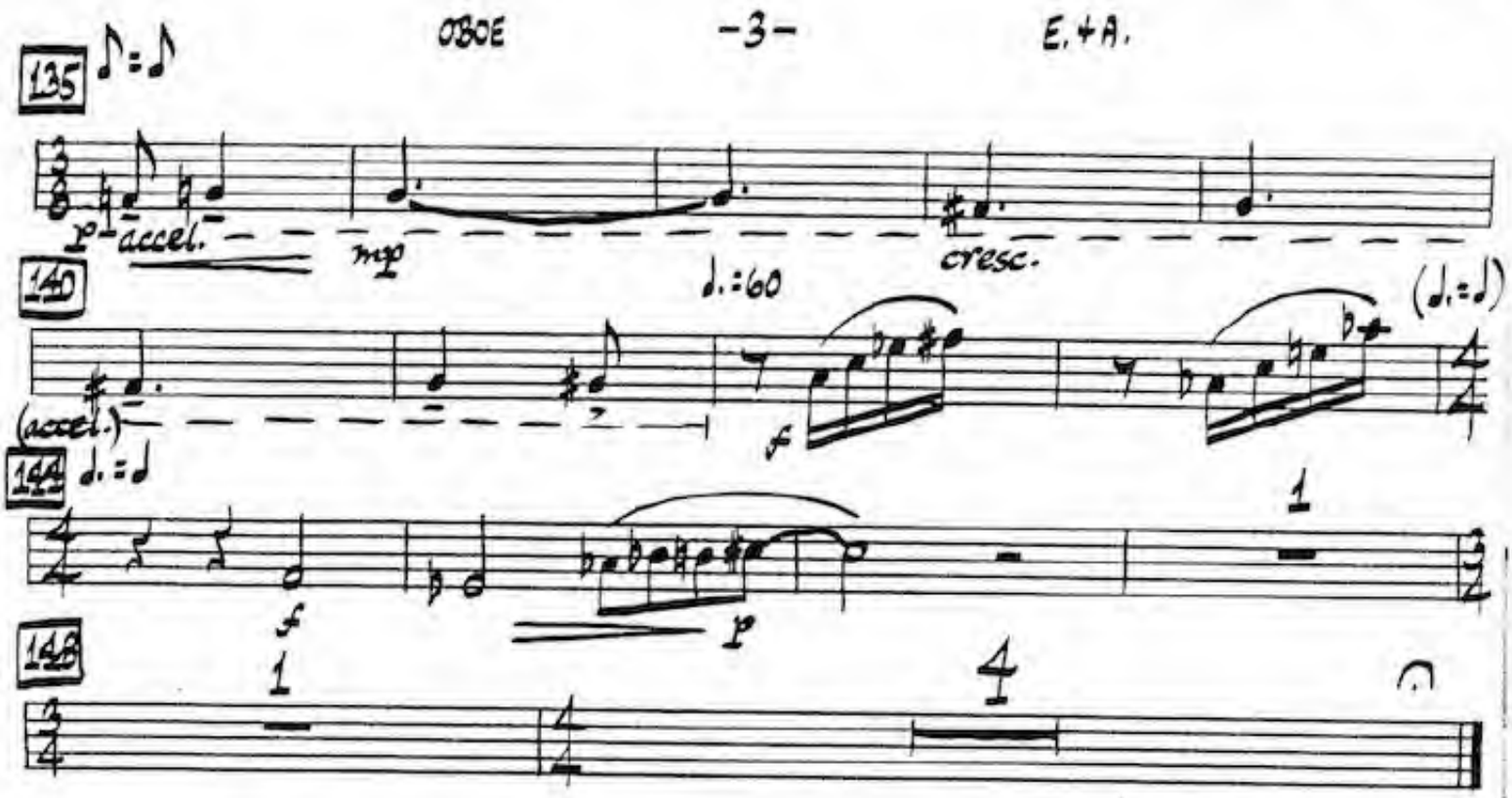
OBOE

ELOHIM AND ADAM

LAA. COME



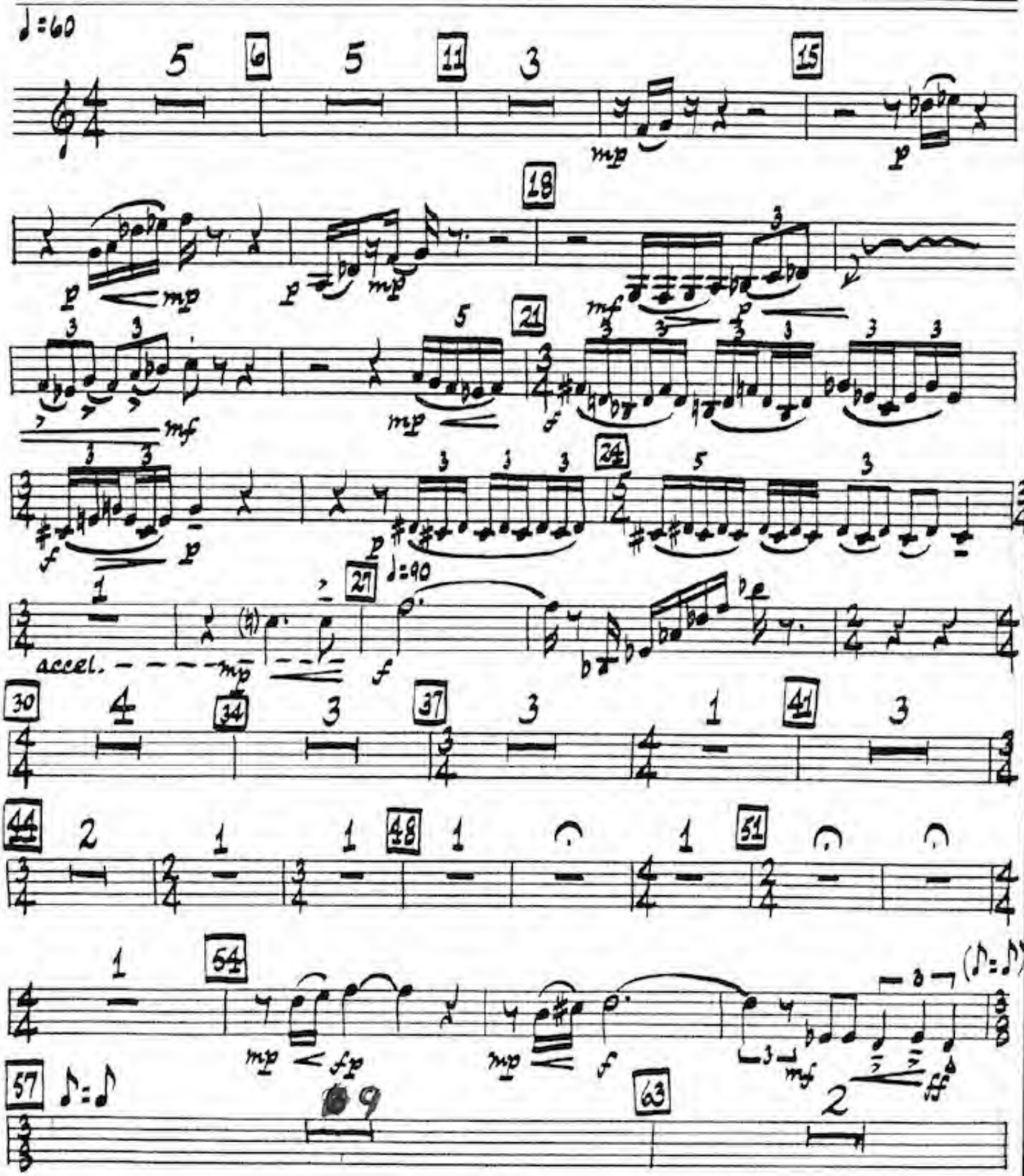

69
2
3
mf - cresc.
f
75
p - cresc.
80
ff
f
84
tr:
ff (START TRILL ON A♭)
2
90
4
mf
p
96
98 (♩.=60)
5
f
accel.
103
♩.=♩ (♩.=♪ - 142)
2
♩=♩
2
♩=144
♩=♩ - 72
(accel.)
109
♩=♩
113
118
♩=60
5
123
4
127
2
130
(CUE: SOPR.)
...PLA - NETS
TOW - ER
PLAY
3
p

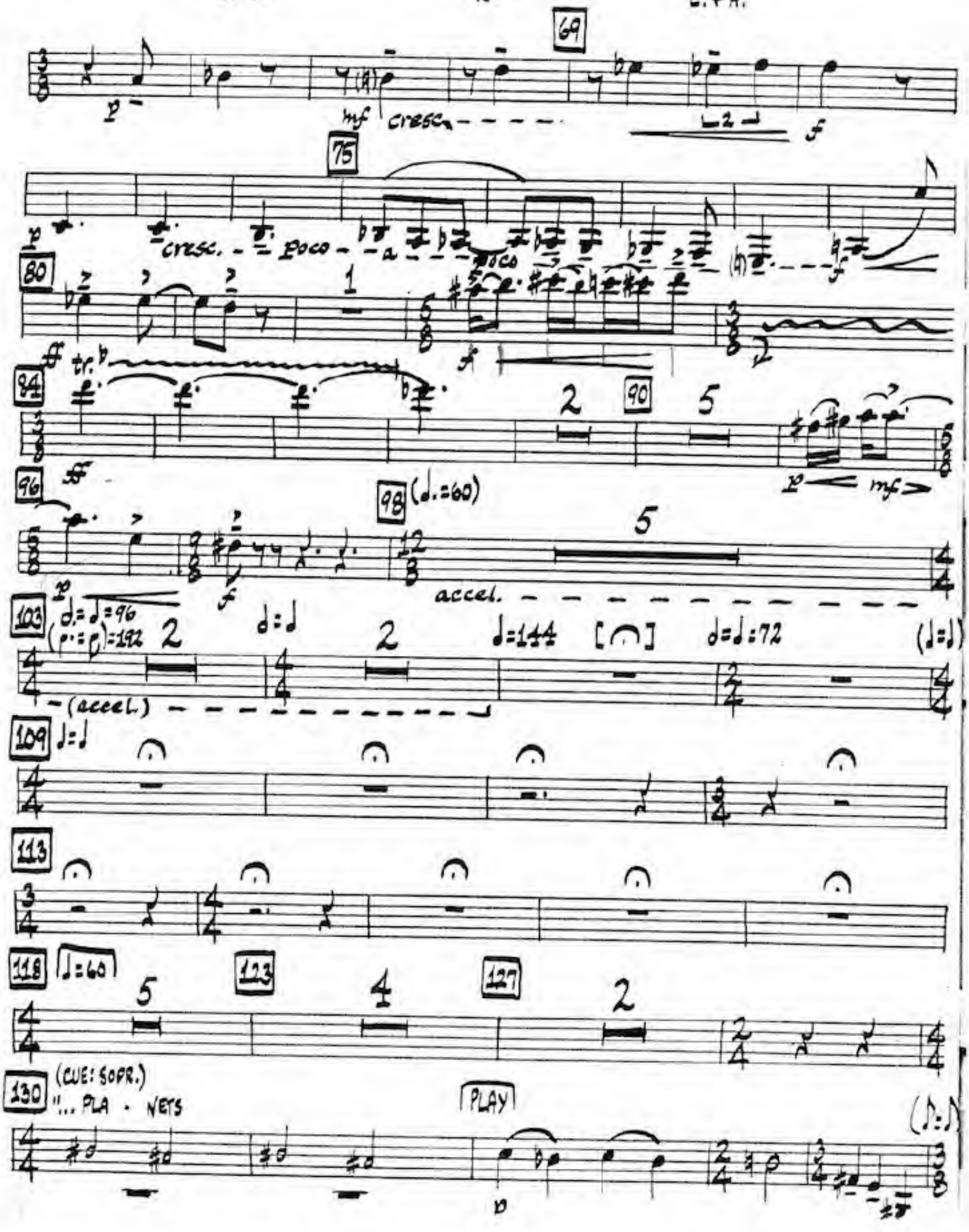

135
♪=♪
p
accel.
mp
cresc.
140
♩.=60
(♩.=♩)
(accel.)
f
144
♩.=♩
f
p
1
148
1
4

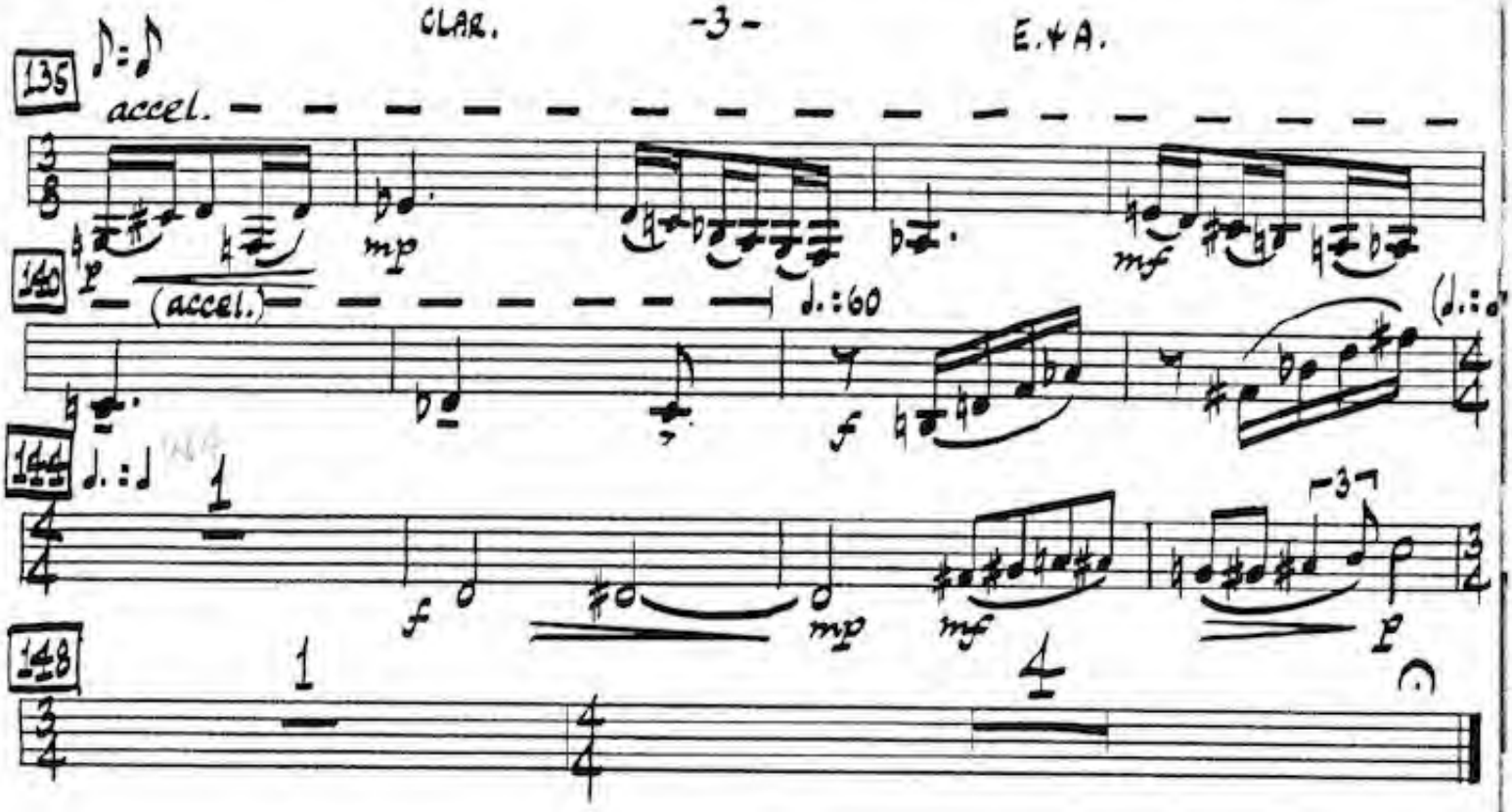
CLARINET IN B♭

ELOHIM AND ADAM

LM COME



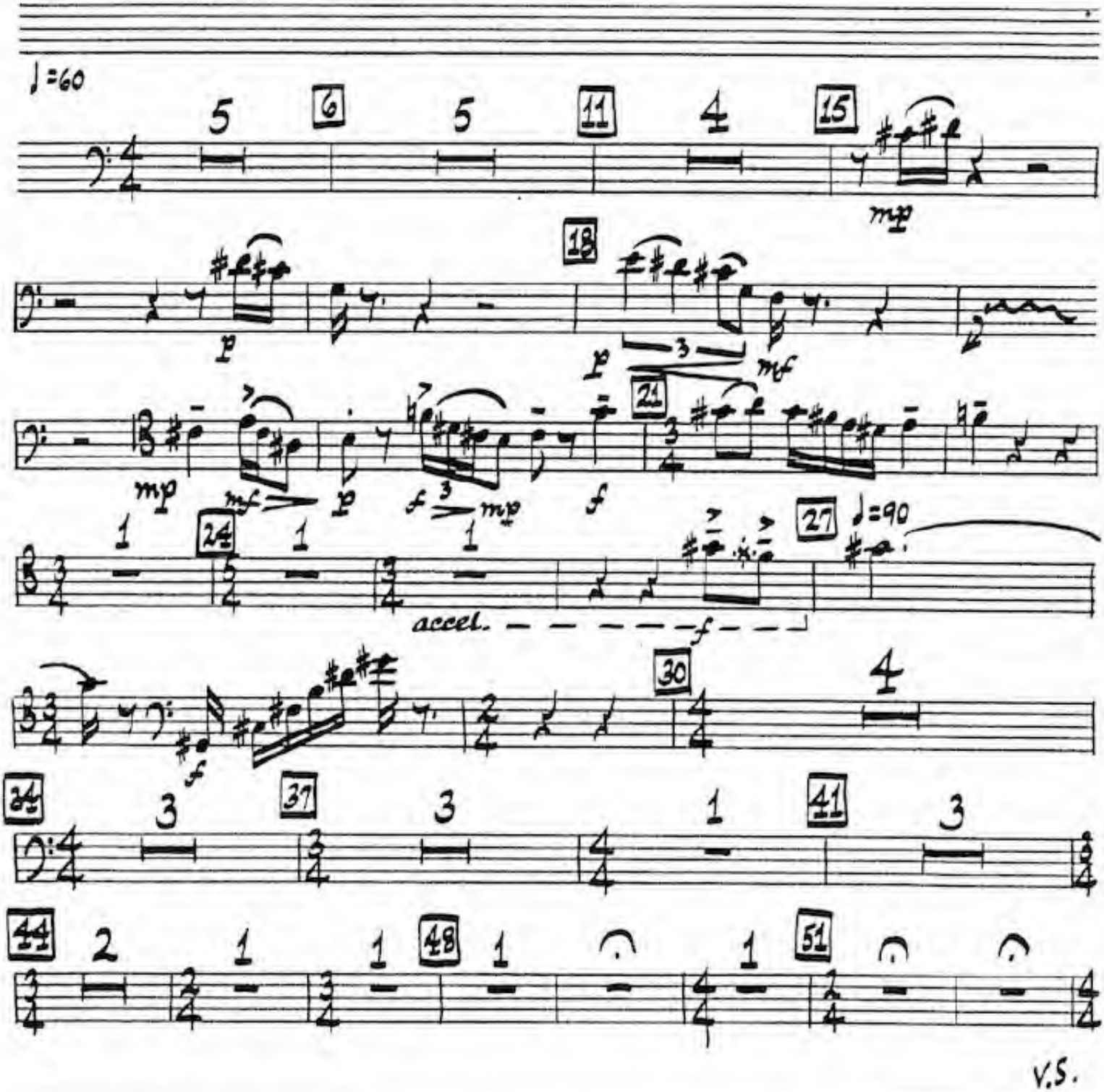

69
mf cresc.
75
cresc. poco a poco
80
tr.
84
90
96
98 (♩.=60)
accel.
103
♩.=♩=96
(♪.=♪)=192
♩=♩
♩=144
♩=♩=72
(♩=♩)
(accel.)
109 ♩=♩
113
118 ♩=60
123
127
130 (CUE: SOPR.)
"... PLA - NETS
PLAY


135
accel.
mp
mf
140
(accel.)
♩.:60
f
144
1
f
mp
mf
p
148
1
4

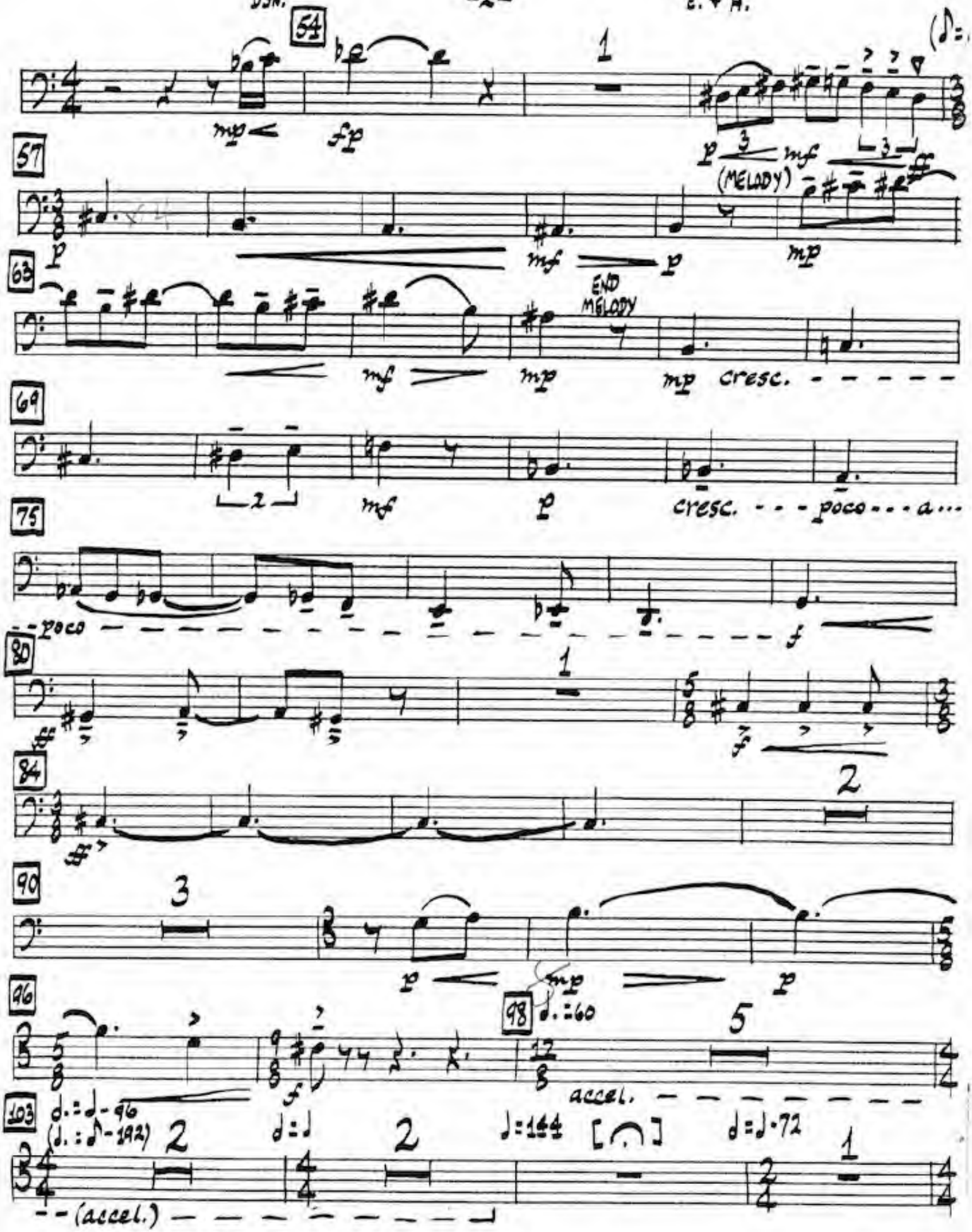
BASSOON

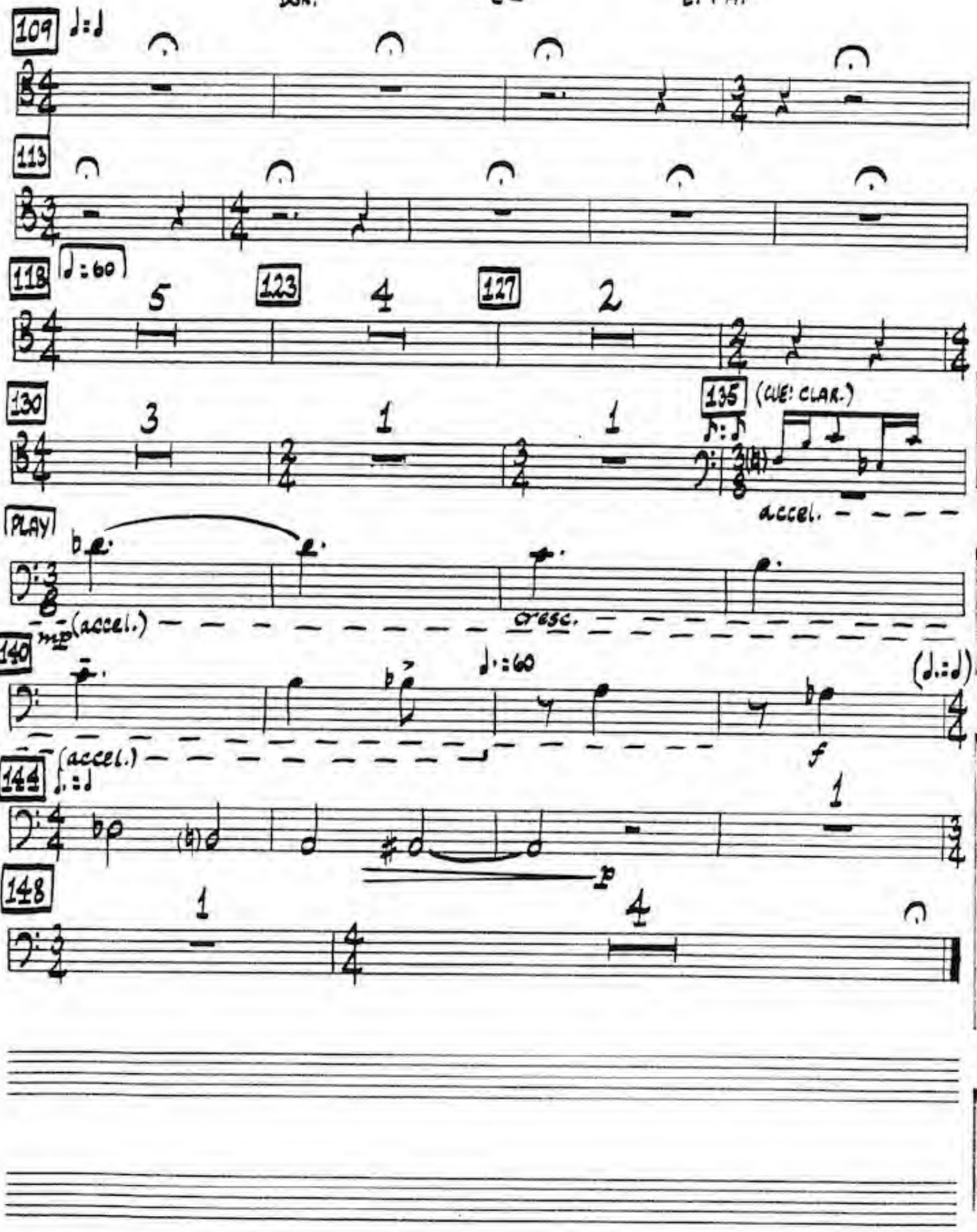
LM COME

ELOHIM AND ADAM



V.S.


54
57
(MELODY)
63
END MELODY
69
75
80
84
90
96
98
103
(accel.)
accel.


109
♩:♩
113
118
♩:60
5
123
4
127
2
130
3
1
1
135
(CUE: CLAR.)
accel.
PLAY
(accel.)
cresc.
140
♩:60
(♩.:♩)
(accel.)
f
144
♩:♩
1
p
148
1
4

TRUMPET IN B♭

ELOHIM AND ADAM

I AM COME

♩=60

5 6 5 11 4 15

(CUE: FL.)

MUTE 18

(MUTE OFF)

21 24

mp mf f mp (VC) accel.

♩=90

27 30

f

34 AIR * 37 AIR

p mf p p f p

41 AIR 44

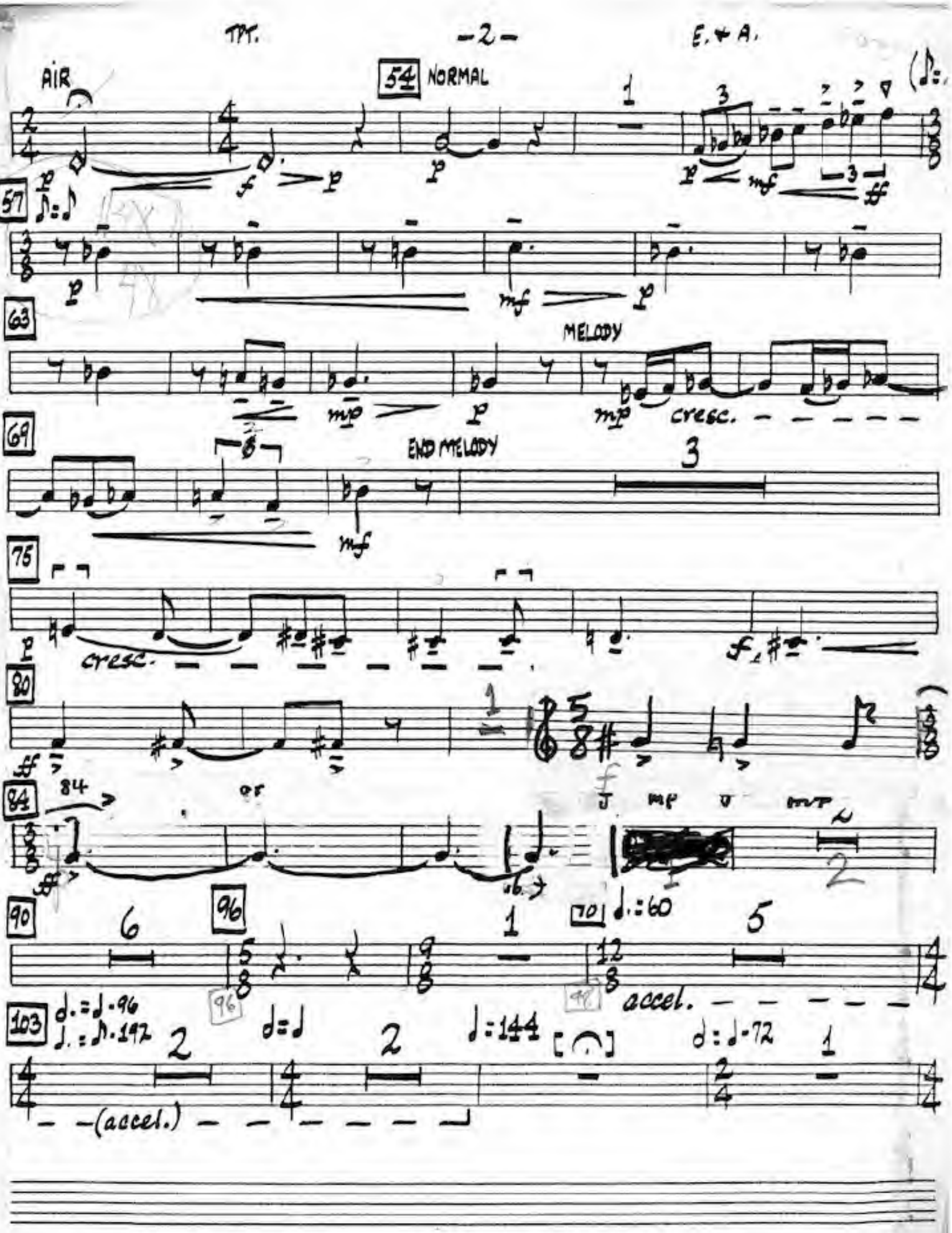
p mf p p mp p

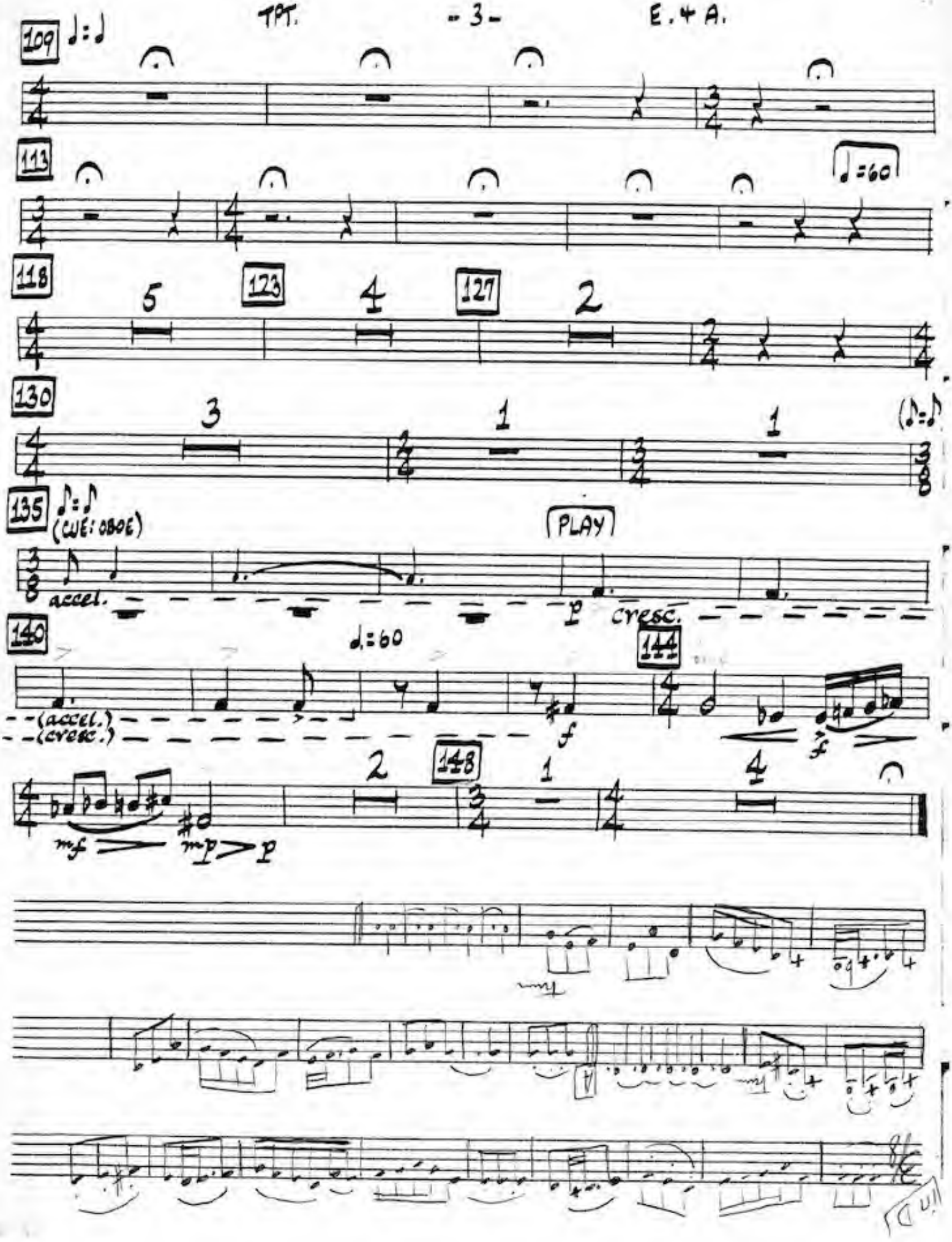
48 51

p mp p

V.S.

* WITH LIPS OVER MOUTHPIECE, BLOW AIR THROUGH HORN.

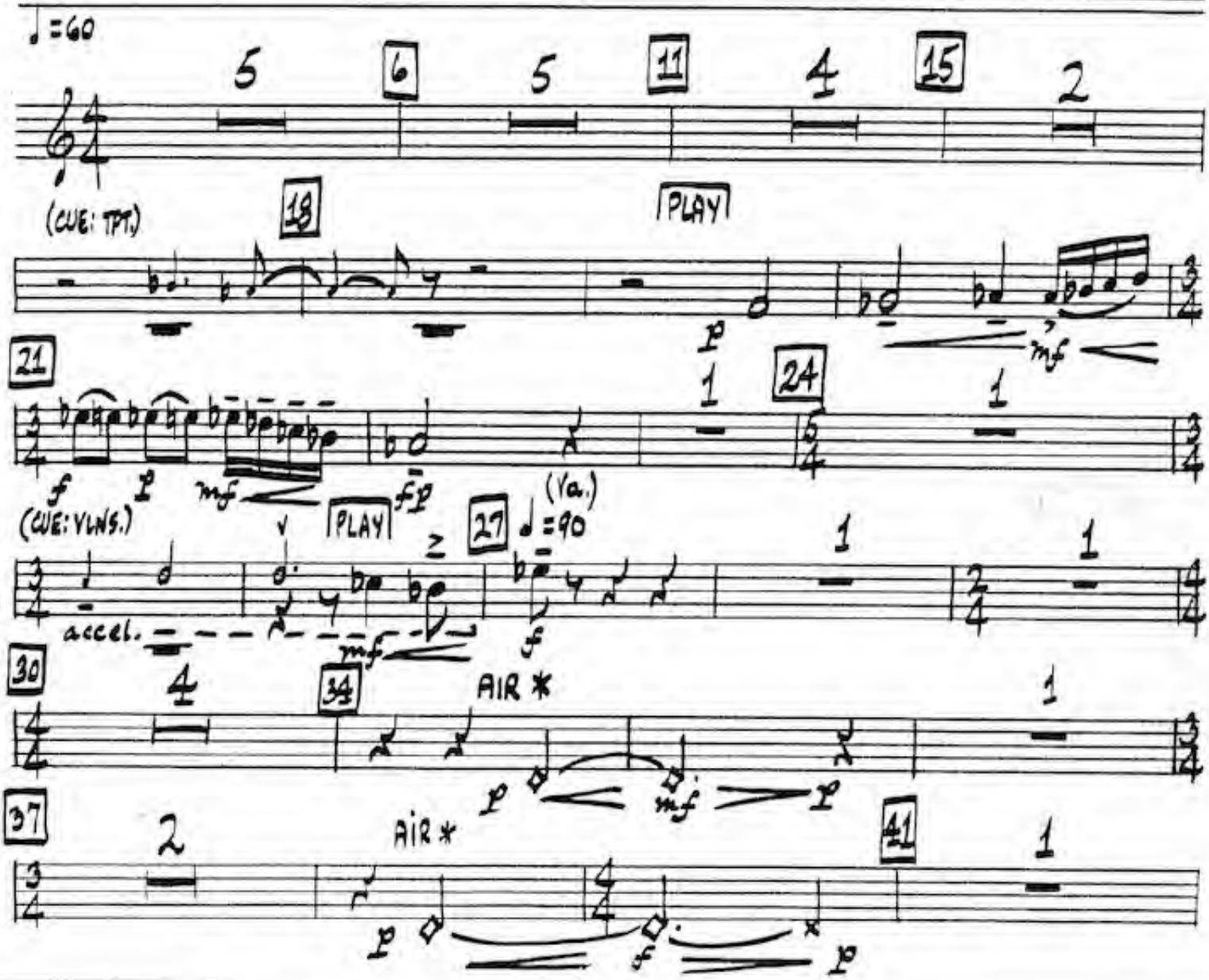

AIR
54 NORMAL
57
63
MELODY
69
END MELODY
75
cresc.
80
84
or
90
96
70
accel.
103
(accel.)


109
113
♩=60
118
5
123
4
127
2
130
3
1
1
135
(CUE: OBOE)
PLAY
accel.
p
cresc.
140
♩=60
144
(accel.)
(cresc.)
f
f
148
2
1
4
mf
mp
p

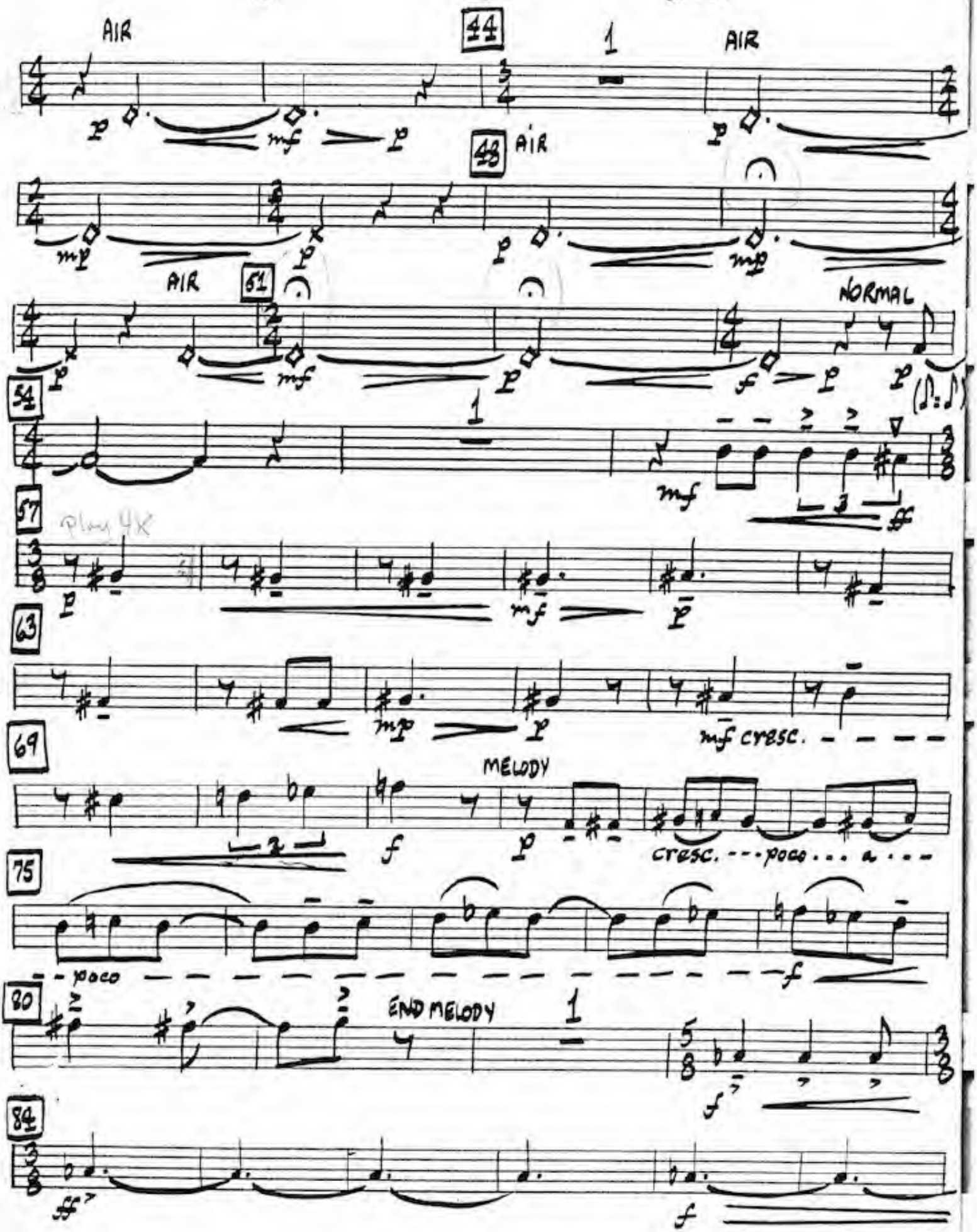
HORN IN F

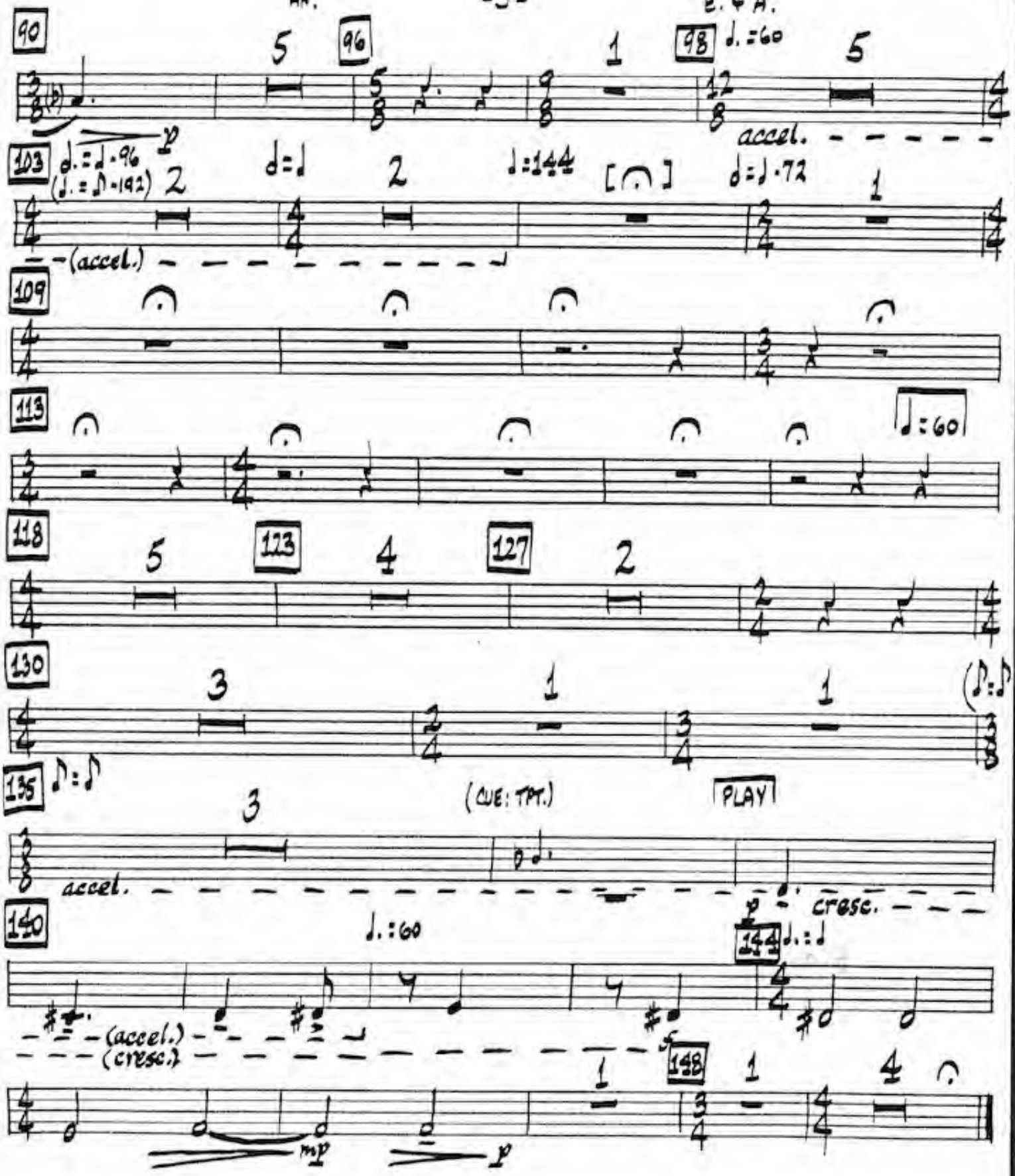
ELOHIM AND ADAM

LM COME



* WITH LIPS OVER MOUTHPIECE, BLOW AIR THROUGH HORN.


AIR
44
1
AIR
48
AIR
AIR
51
NORMAL
54
1
57
Play 4X
63
69
MELODY
mf cresc.
75
cresc. poco a
poco
80
END MELODY
1
84

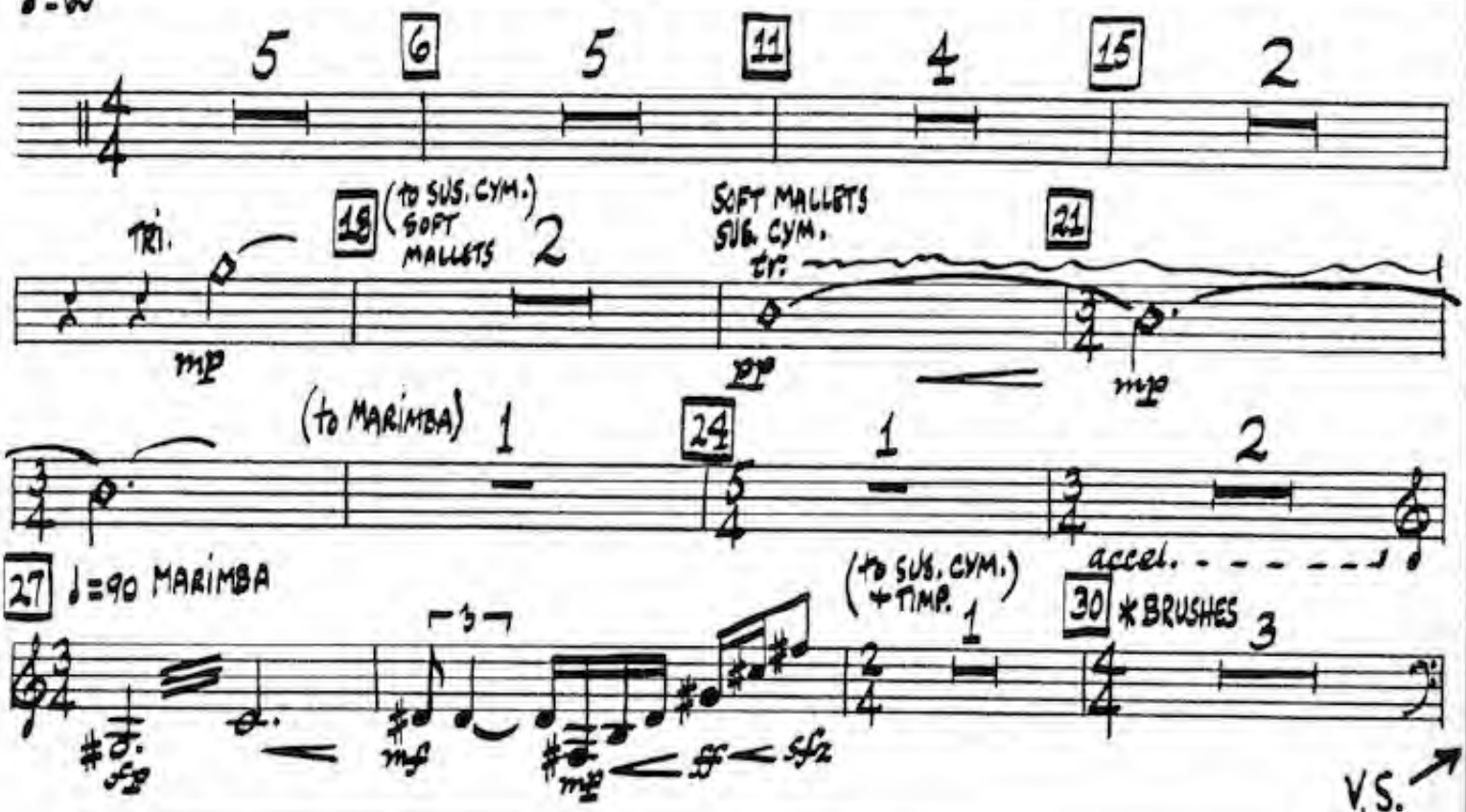

90
96
98
♩.=60
103
♩.=♩.·96
(♩.=♪·192)
♩=♩
♩=144
♩=♩·72
accel.
(accel.)
109
113
♩=60
118
123
127
130
135
(CUE: TPT.)
PLAY
accel.
cresc.
140
♩.=60
144
♩.=♩
(accel.)
(cresc.)
148
mp
p

PERCUSSION

LIA COME

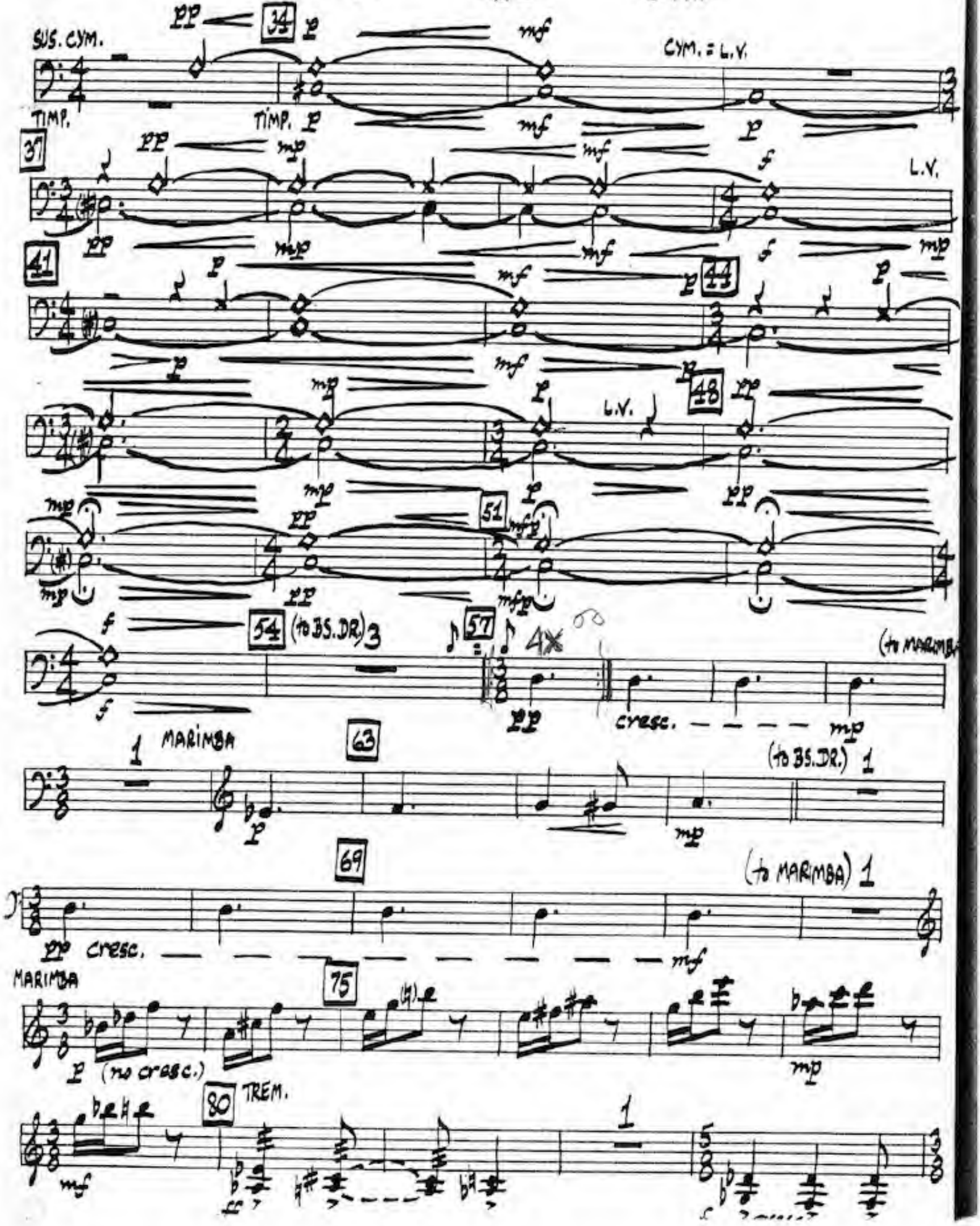
ELOHIM AND ADAM

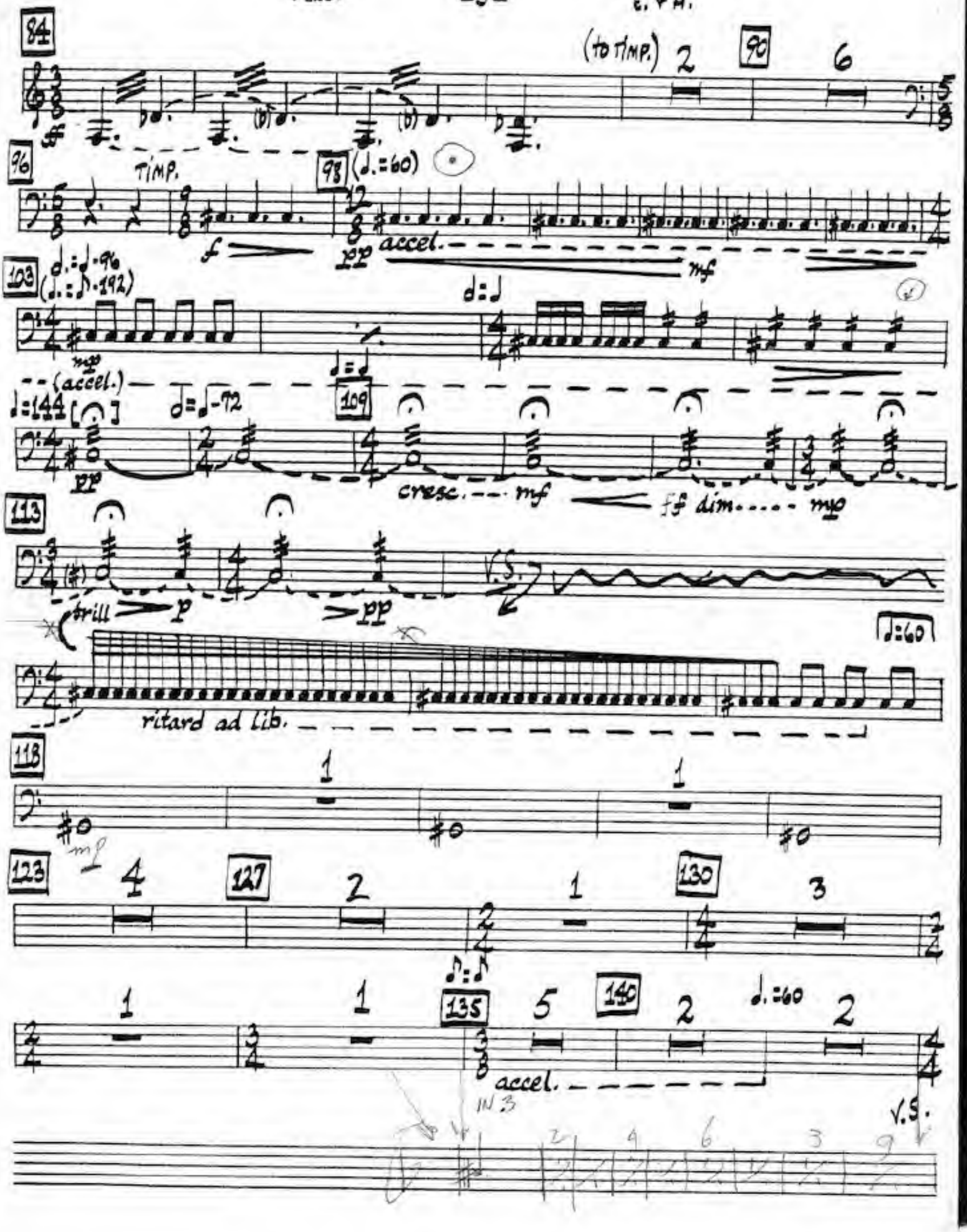
♩=60

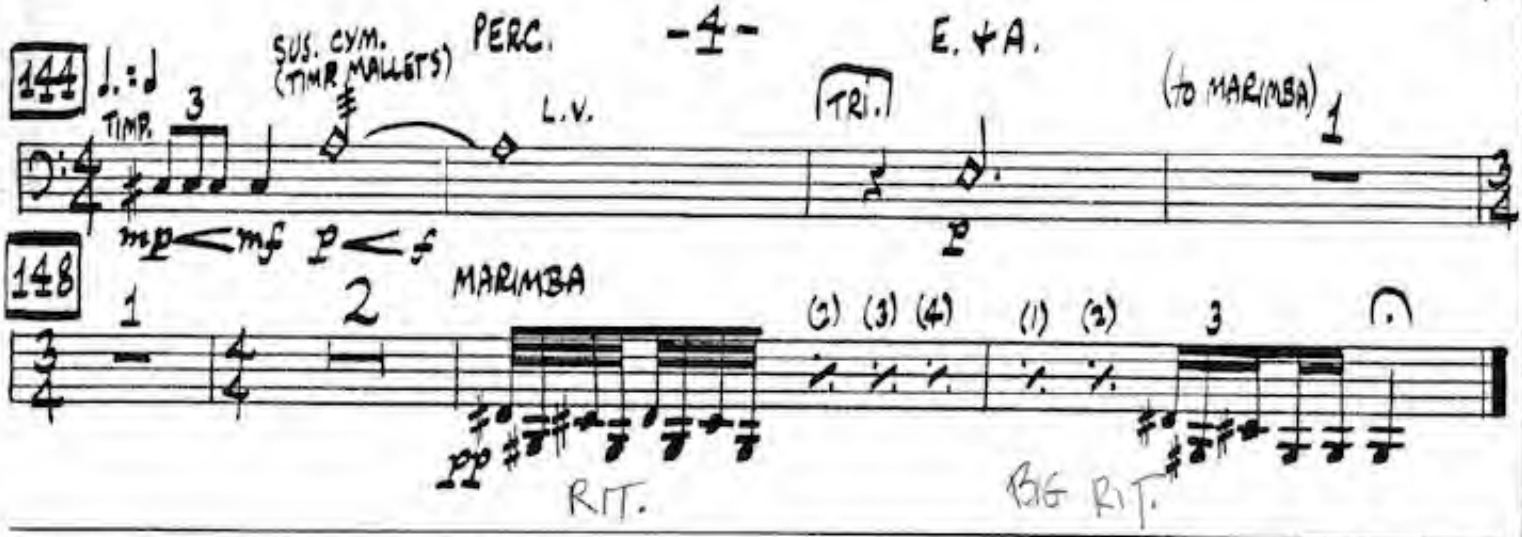


V.S.

* SPLIT ONE BRUSH ON CYMBAL EDGE AND SHAKE UP AND DOWN.
USE OTHER BRUSH ON TIMP. IN CIRCULAR MOTION OR BACK AND FORTH.


SUS. CYM.
TIMP.
CYM. = L.V.
L.V.
(to BS. DR.)
(to MARIMBA)
cresc.
MARIMBA
(to BS. DR.)
(to MARIMBA)
cresc.
MARIMBA
(no cresc.)
TREM.

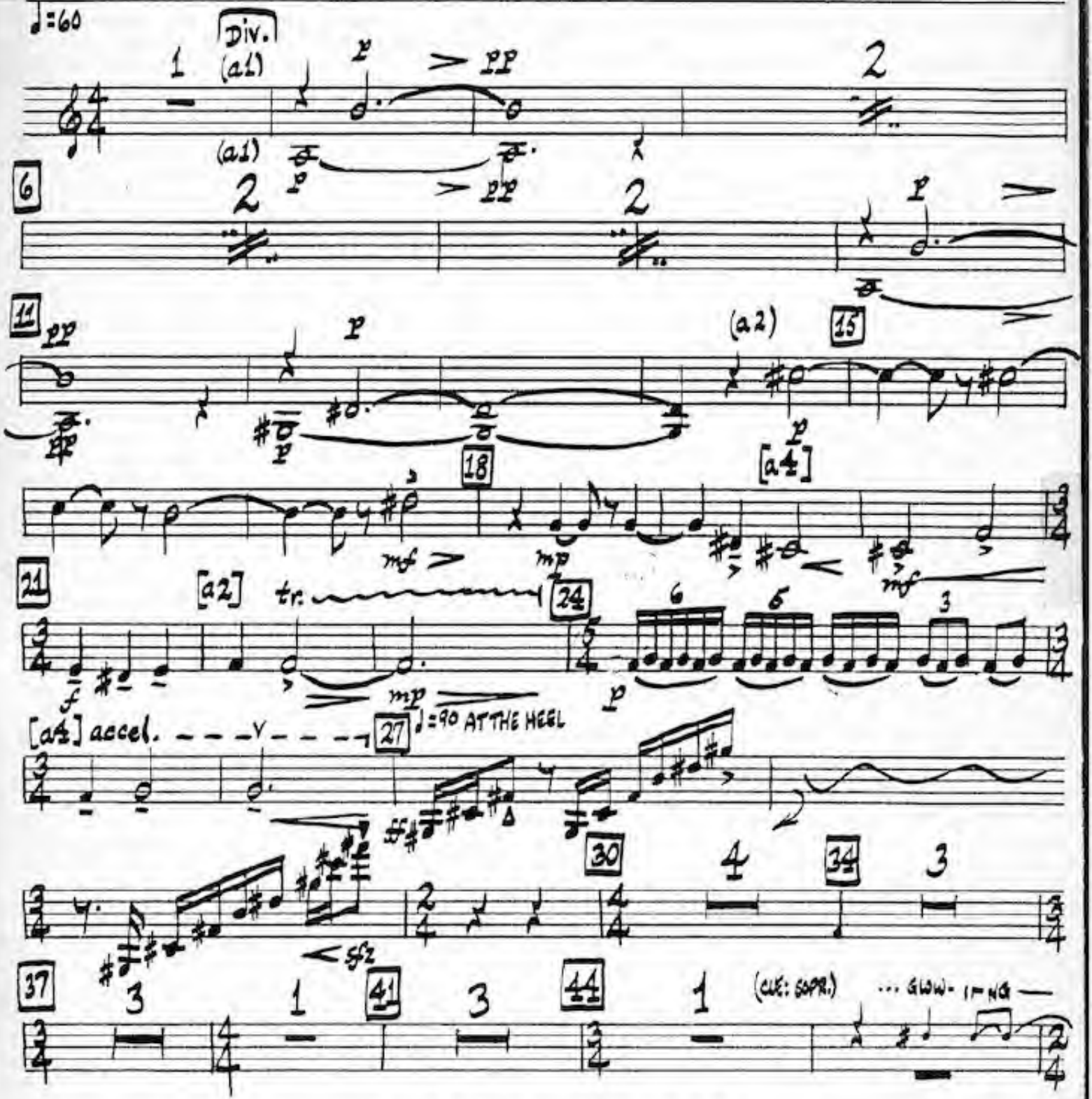

84
(TO TIMP.)
2
90
6
96
TIMP.
98
(♩.=60)
f
pp
accel.
mf
103
♩.=♩·96
(♩.=♪·192)
mp
(accel.)
♩=♩
♩=144
♩=♩·72
109
pp
cresc.
mf
fp dim.
mp
113
(♯)
trill
p
pp
V.S.
♩=60
ritard ad lib.
118
1
1
mf
123
4
127
2
1
130
3
♪=♪
1
1
135
5
140
2
♩.=60
2
accel.
IN 3
V.S.


144
TIMP.
SUS. CYM.
(TIMP MALLETS)
L.V.
TRI.
(to MARIMBA)
mp < mf
p < f
p
148
MARIMBA
(1) (3) (4)
(1) (2)
pp
RIT.
BIG RIT.

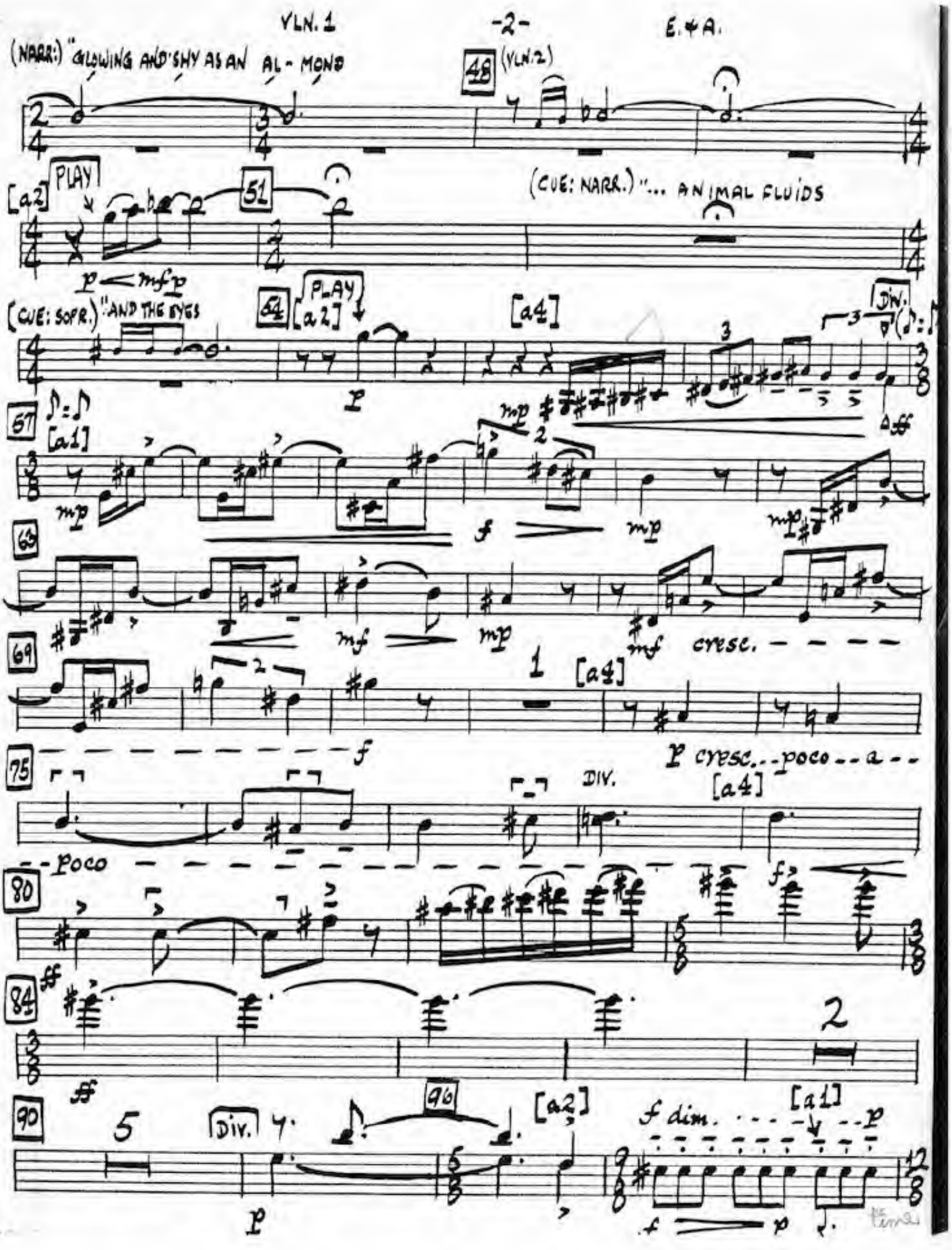
VIOLIN 1 (two players)

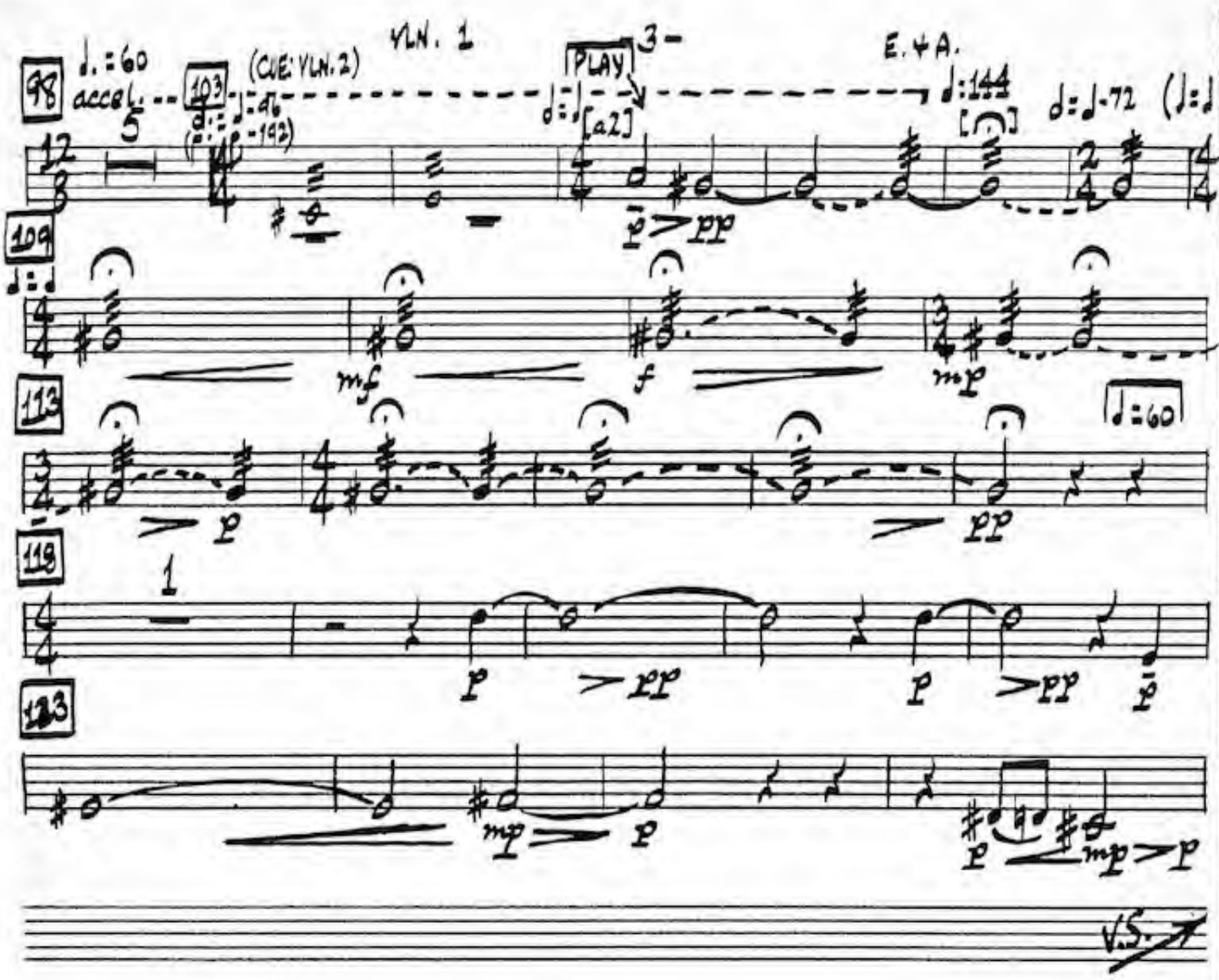
ELOHIM AND ADAM

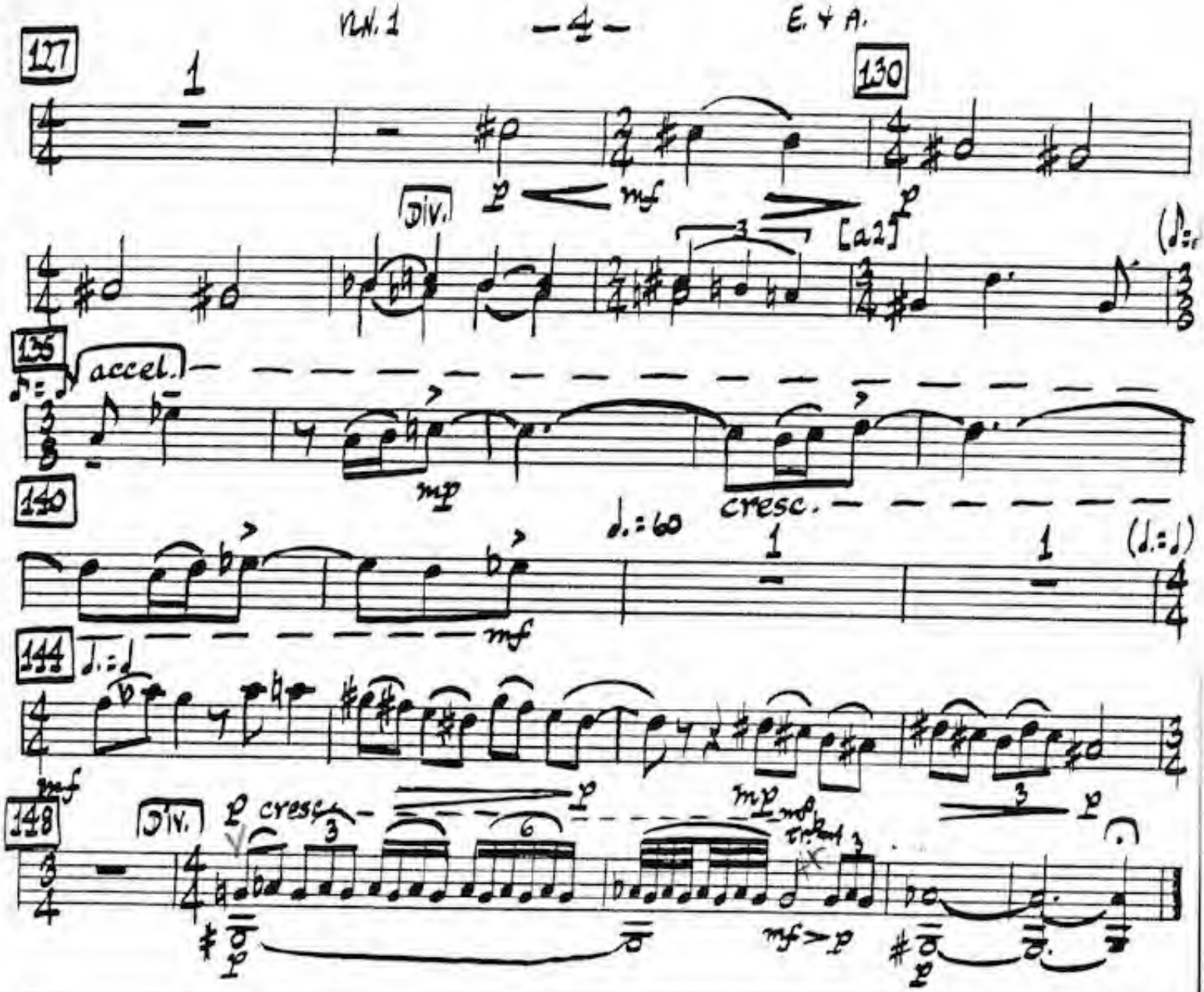
LM COME



NOTE: [a4] MEANS YOU ARE PLAYING IN UNISON WITH VLN. 2


(NARR:) "GLOWING AND SHY AS AN AL-MOND
48
(VLN. 2)
[a2]
PLAY
51
(CUE: NARR.) "... ANIMAL FLUIDS
(CUE: SOPR.) "AND THE EYES
54
PLAY
[a2]
[a4]
DIV.
57
[a1]
63
69
cresc.
[a4]
75
p cresc. - - poco - - a - -
DIV.
[a4]
- - poco
80
84
90
DIV.
96
[a2]
f dim.
[a1]

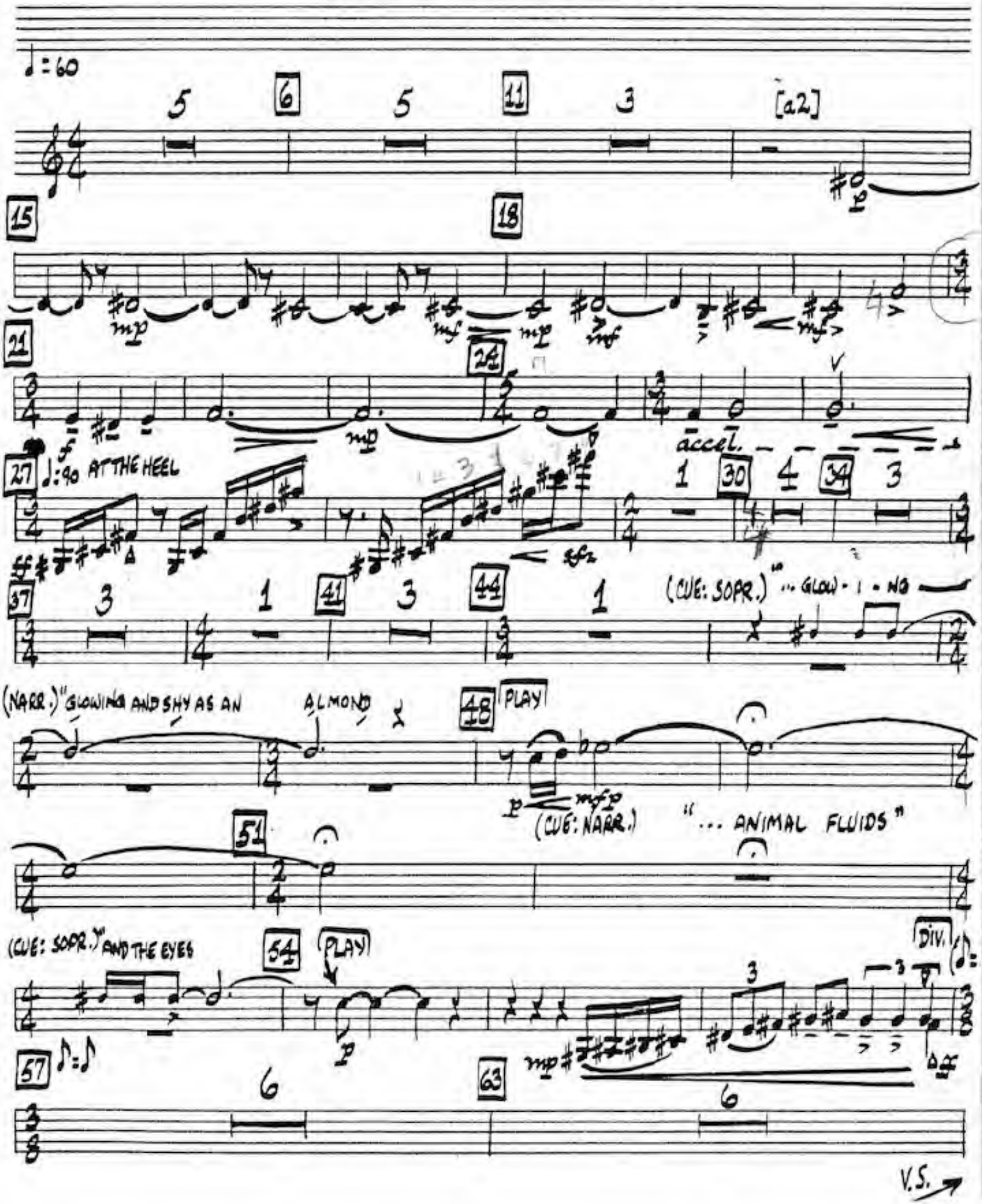

VLN. 1
-3-
E. + A.
98
♩. = 60
accel.
103
(CUE: VLN. 2)
PLAY
[a2]
♩ = 144
♩ = ♩ - 72
109
113
♩ = 60
118
123
V.S.

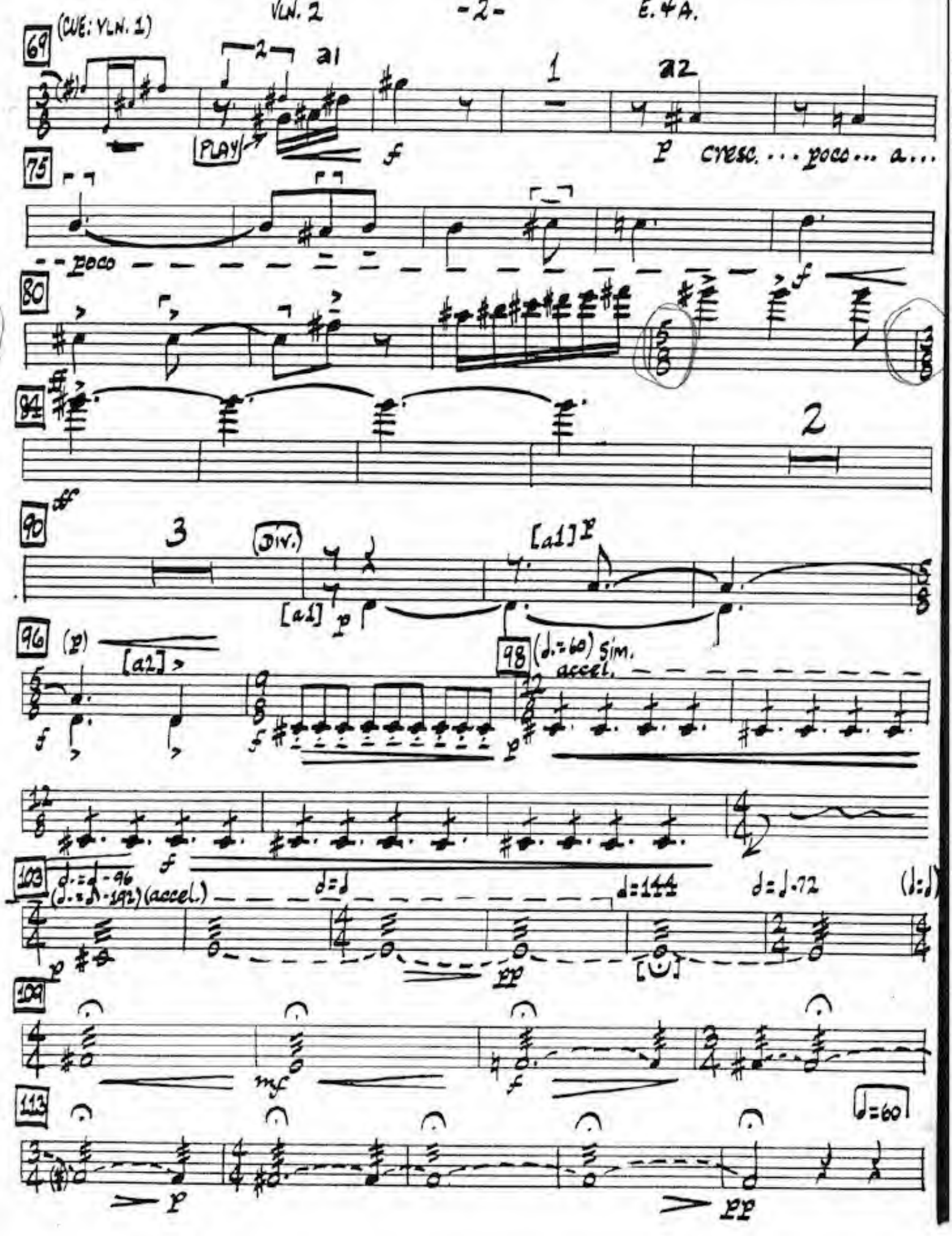

127
130
Div.
[a2]
135
accel.
140
cresc.
144
148
Div.
cresc.

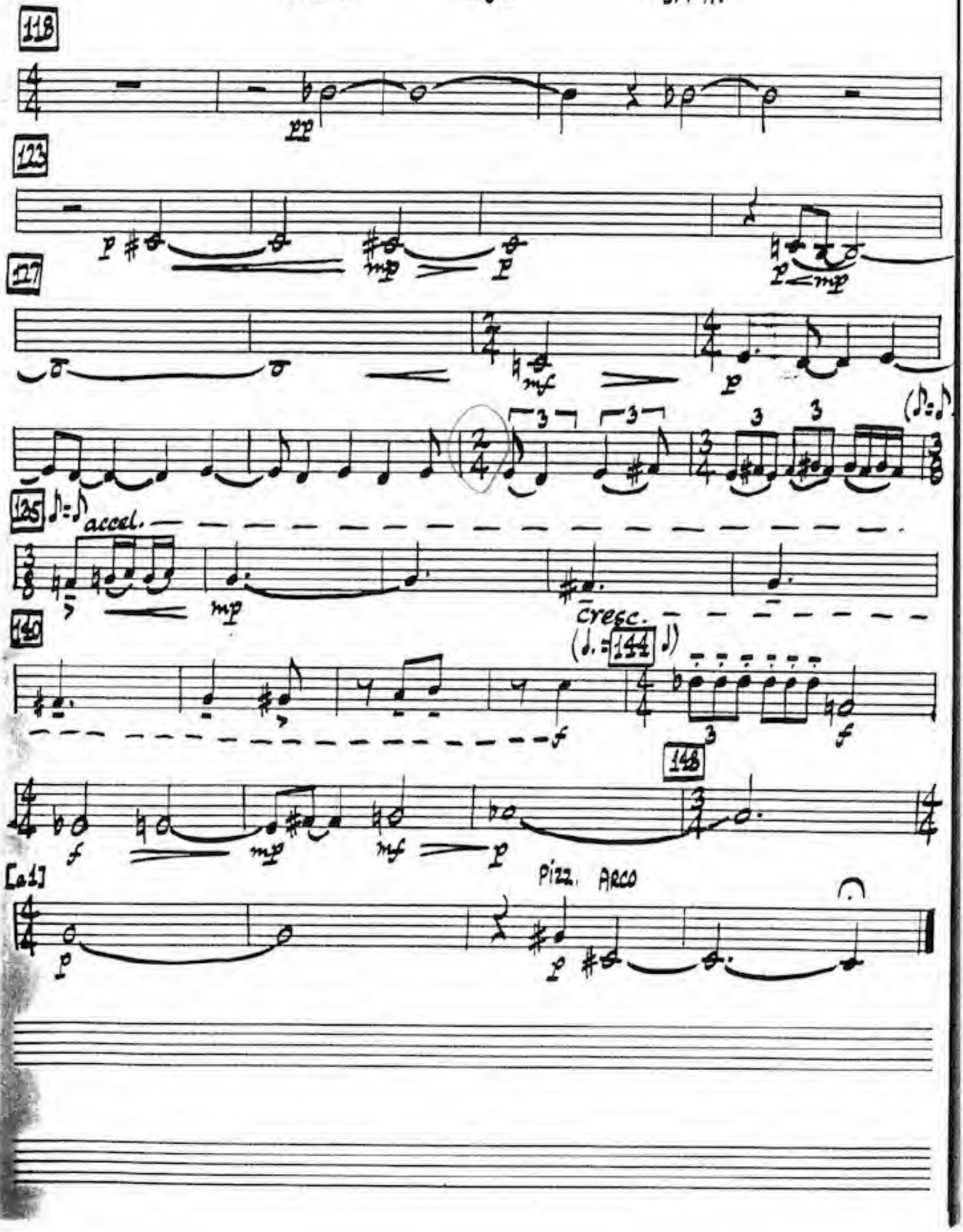
VIOLIN 2 (two players)

LM COME

ELOHIM AND ADAM



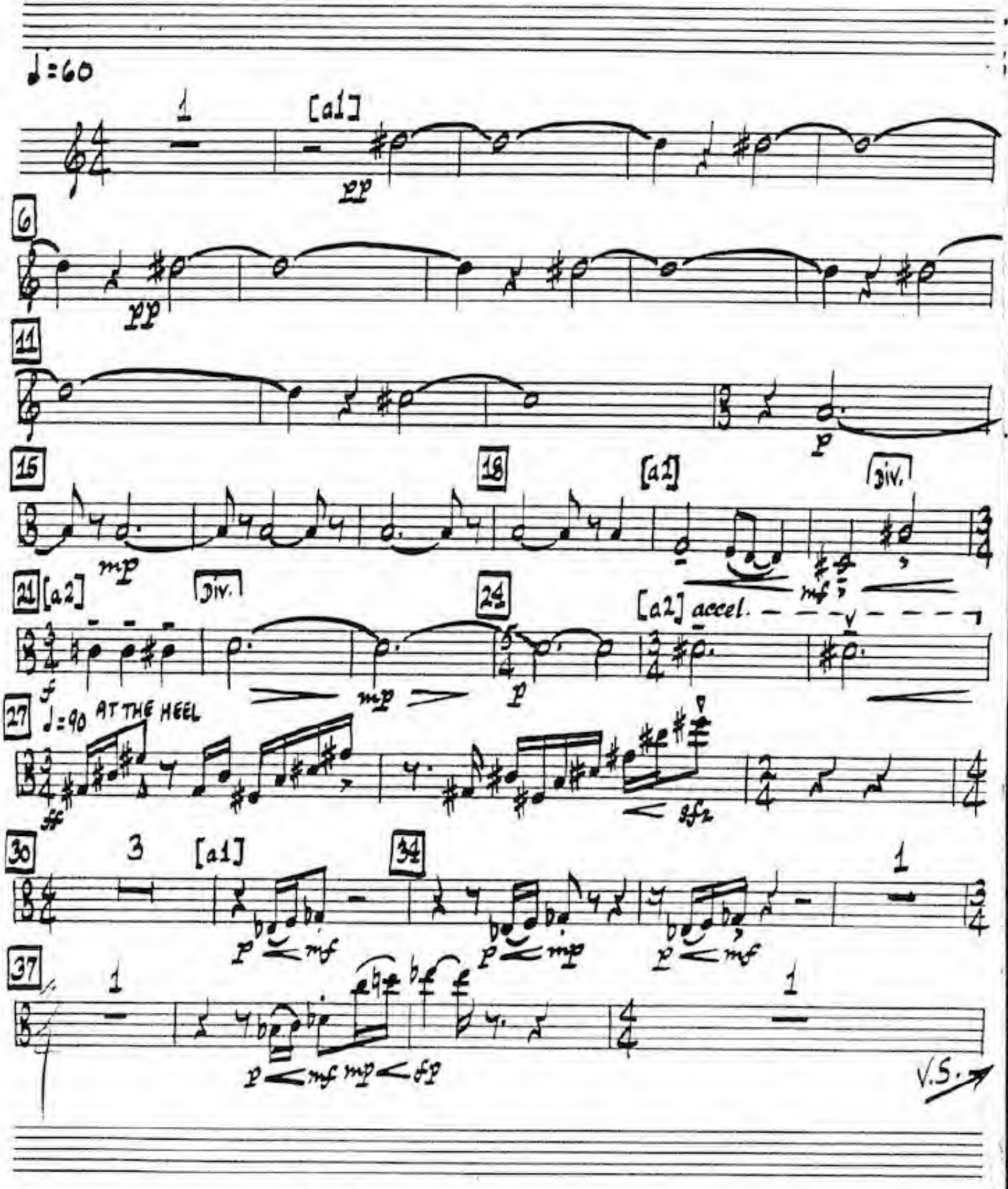

(CUE: VLN. 1)
69
a1
a2
PLAY
f
p cresc. ... poco ... a...
75
poco
f
80
84
2
ff
90
3
DIV.
[a1] p
[a1] p
96
(p)
[a2]
f
98
(♩.=60) sim.
accel.
f
p
f
103
♩.=♩ -96
(♩.=♩ -192) (accel.)
♩=♩
♩=144
♩=♩.72
(♩:♩)
p
pp
109
mf
f
113
♩=60
p
pp

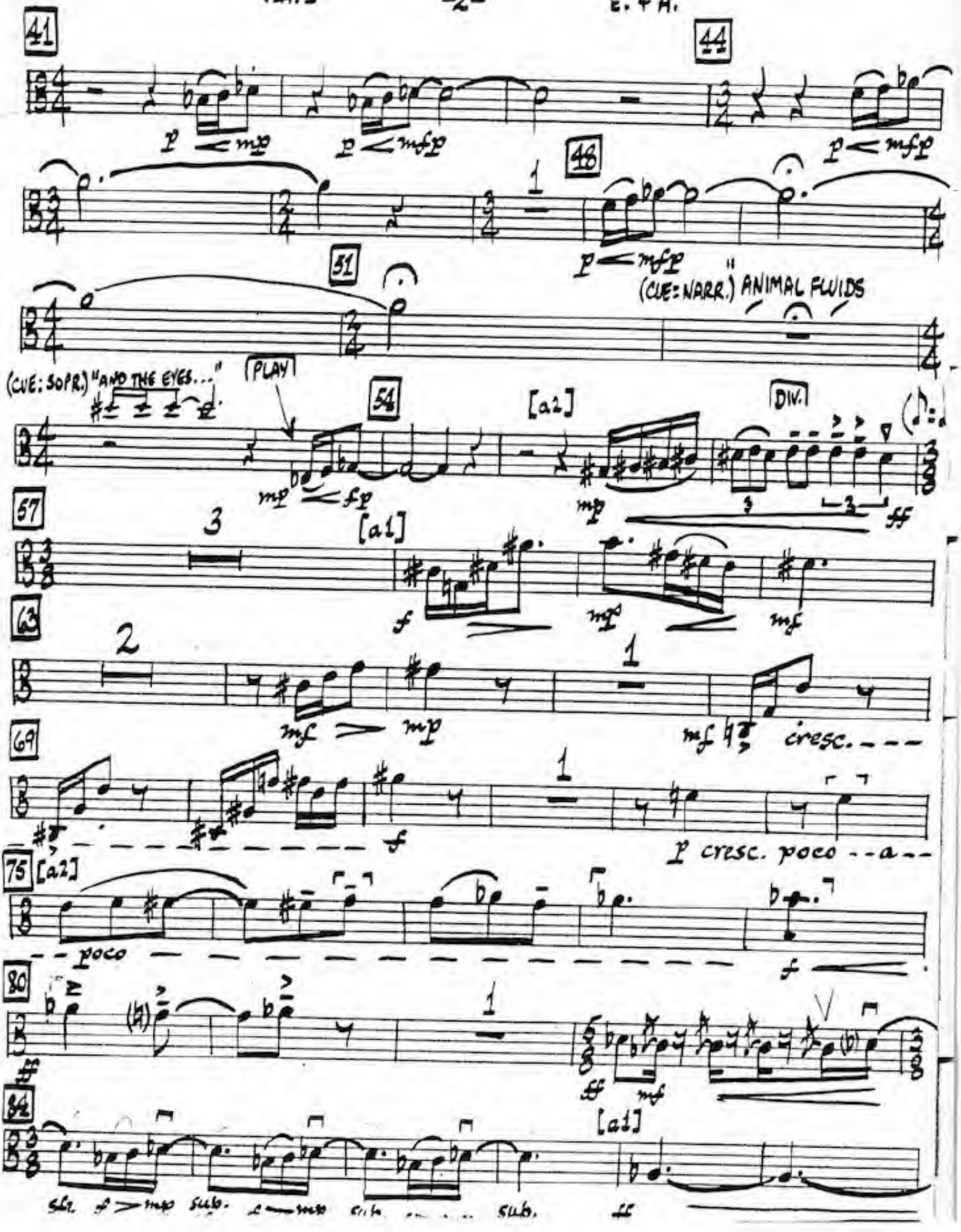

118
pp
123
p
mp
p
p
mp
127
mf
p
(♪=♪)
135
♪=♪
accel.
mp
cresc.
140
(♩.=144 ♩)
f
f
148
f
mp
mf
p
[a1]
Pizz. ARCO
p
p

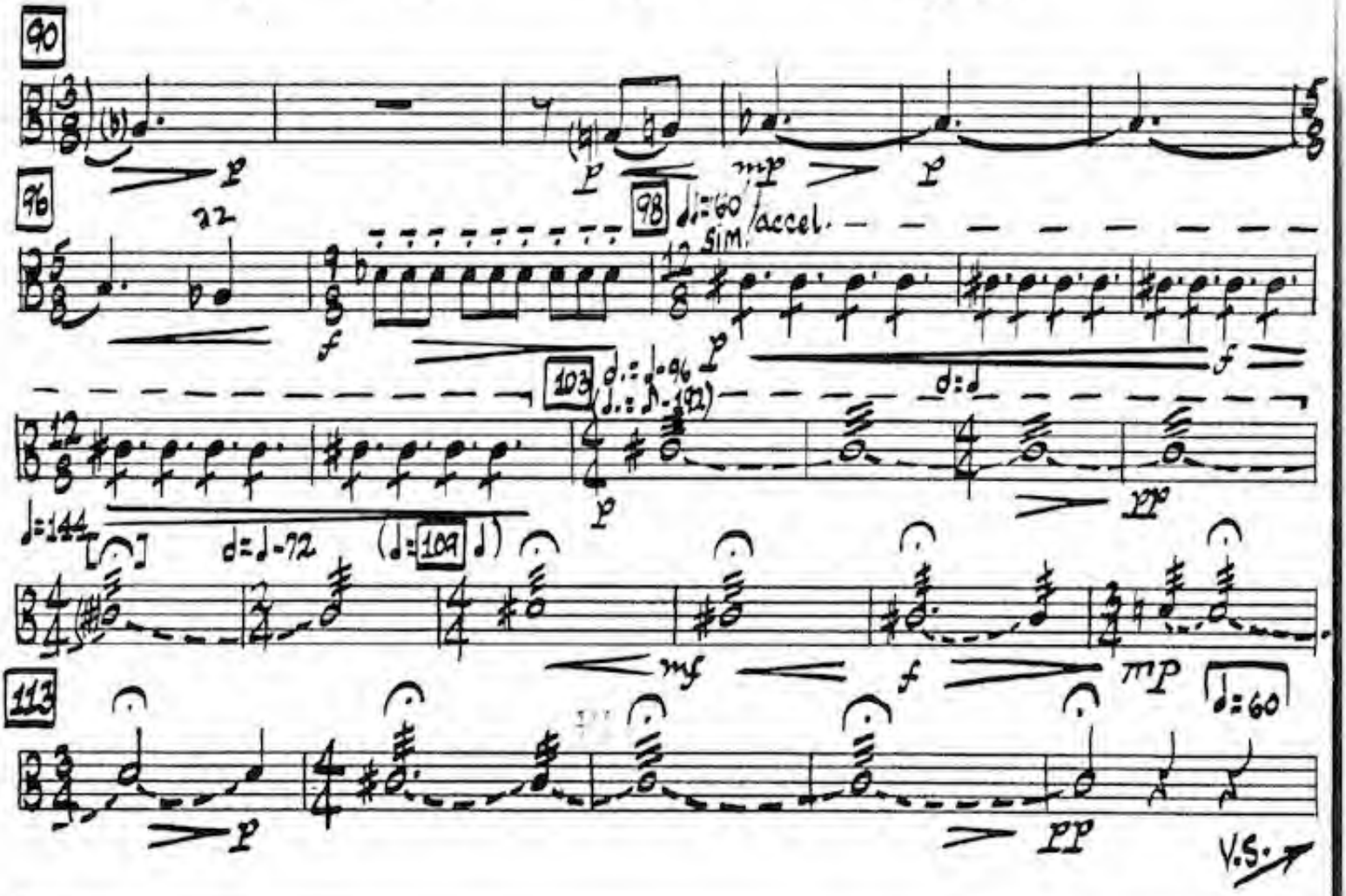
VIOLA 1 (one player)

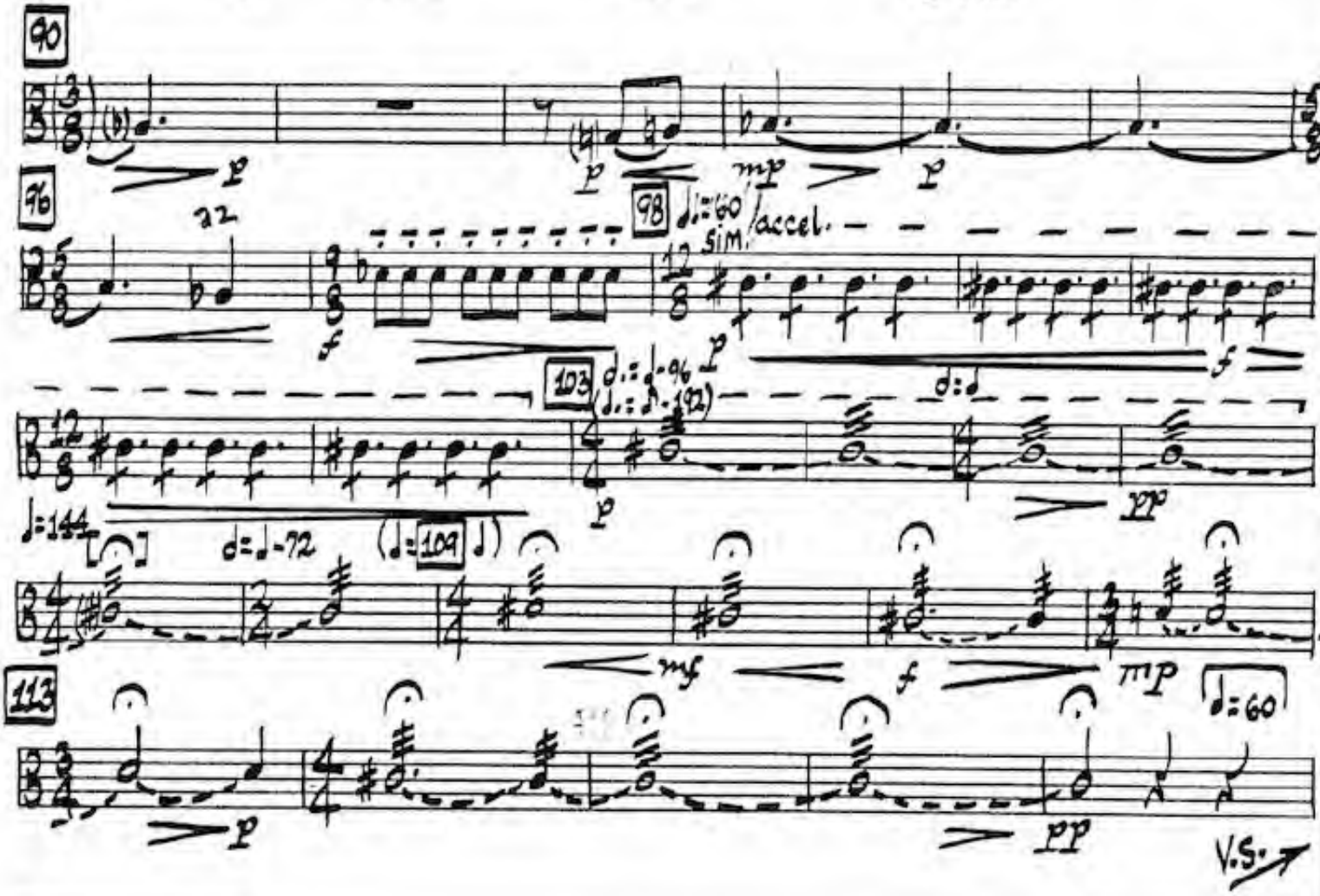
LM COME

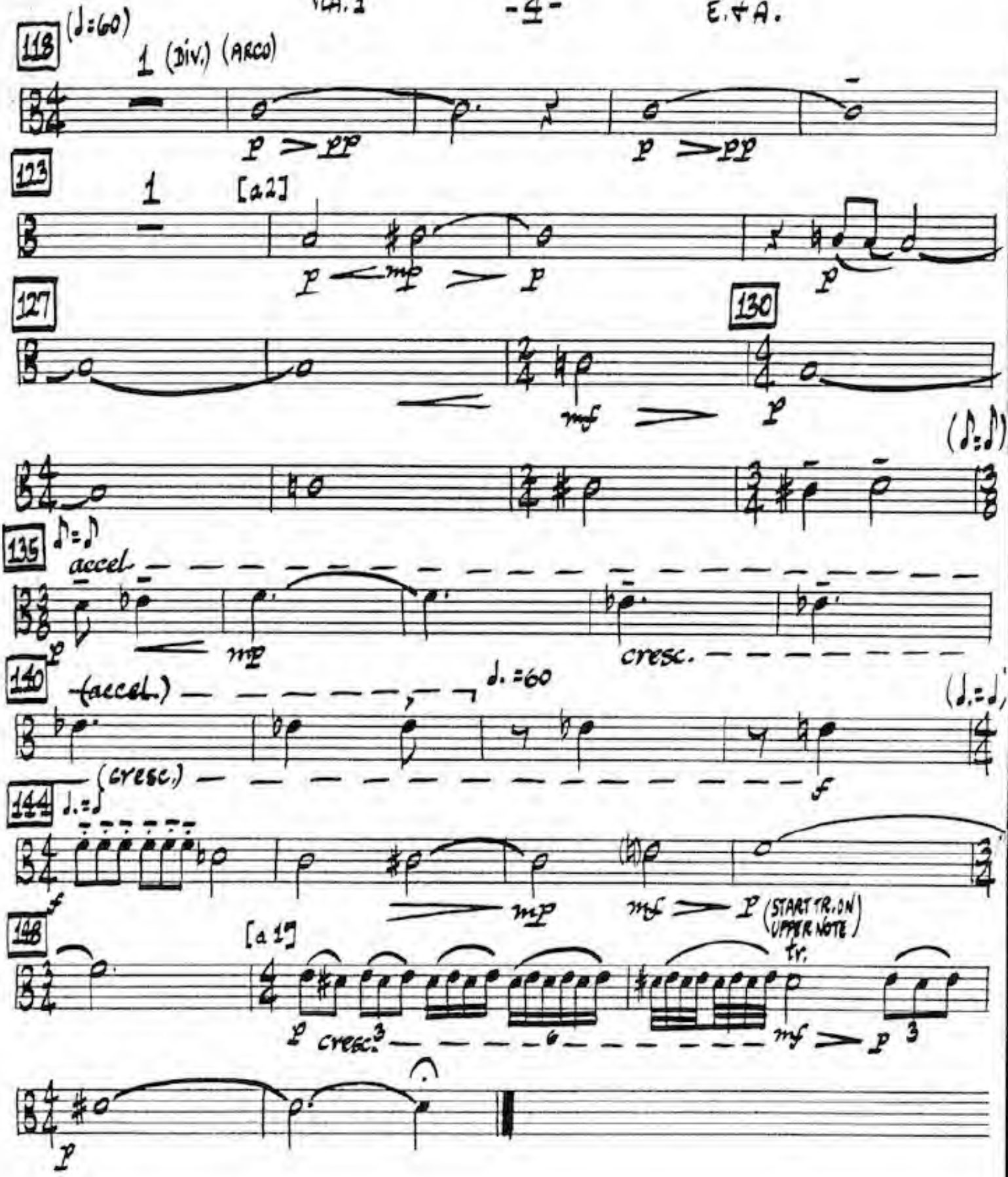
ELOHIM AND ADAM




41
44
46
51
(CUE: NARR.) "ANIMAL FLUIDS
(CUE: SOPR.) "AND THE EYES..."
PLAY
54
[a2]
DIV.
57
[a1]
63
69
75 [a2]
poco
80
[a1]
84
sub.


90
96
98
♩.=60
sim.
accel.
103
♩.=♩-96
(♩.=♪-192)
♩=144
♩=♩-72
(♩=109 ♩)
113
♩=60
V.S.


90
96
98
sim.
accel.
103
113
V.S.


118
(♩=60)
1 (Div.) (ARCO)
p > pp
p > pp
123
1
[a2]
p < mp > p
p
127
130
mf
p
(♪=♪)
135
♪=♪
accel.
p
mp
cresc.
140
(accel.)
♩.=60
(♩.=♩)
(cresc.)
f
144
♩.=♩
f
mp
mf > p (START TR. ON UPPER NOTE)
tr.
148
[a 1]
p
cresc.
mf > p
3

VIOLA 2 (one player)

ELOHIM AND ADAM

LA COME

♩=60

pizz.

pp p pp p

6

p pp p pp p

11

ARCO

pp p pp p

15 18

mp sempre

21

mf f

accel.

24

p

27 ♩=90

mp AT THE HEEL

ff sfz

30 34

4 1

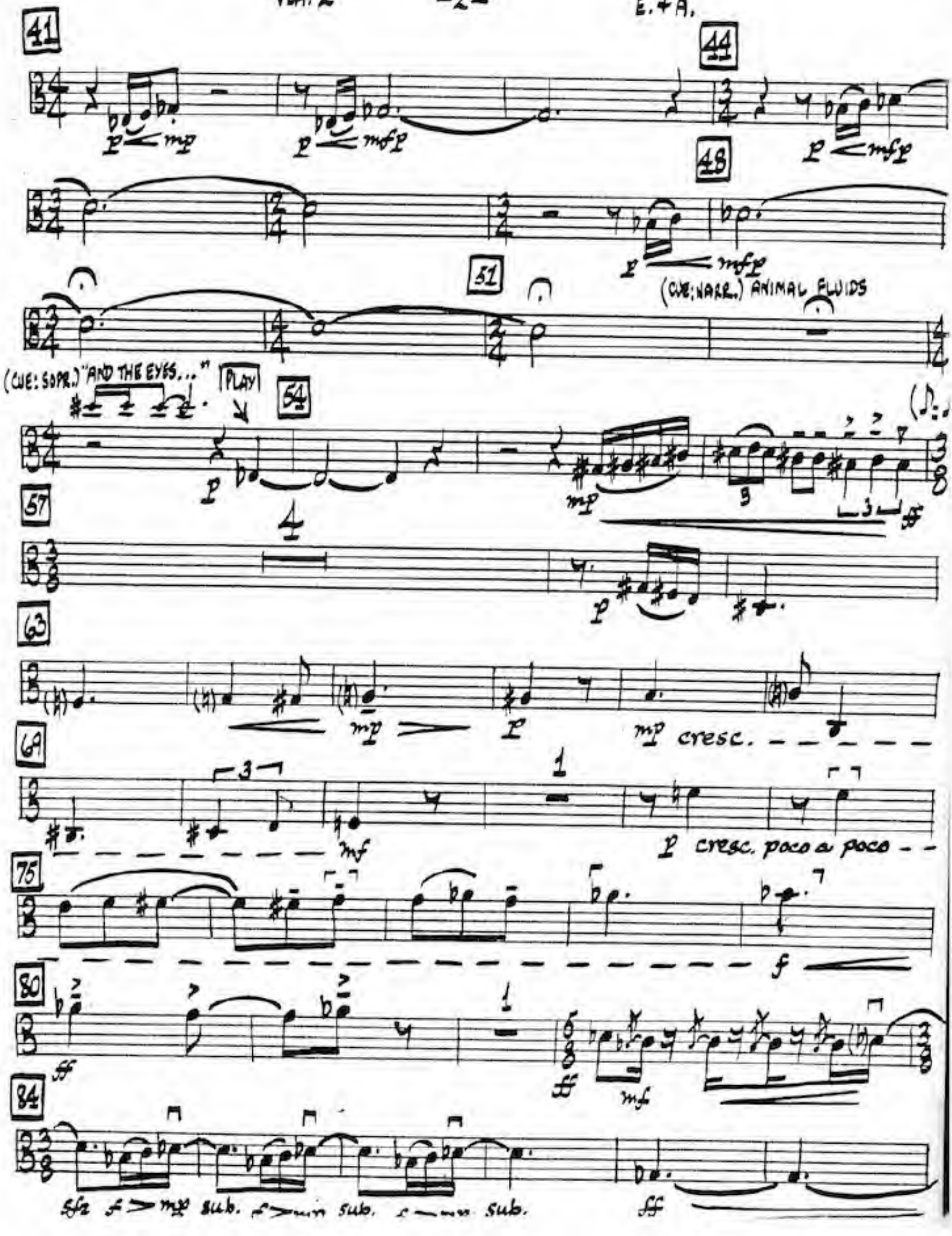
mp< f p< mf

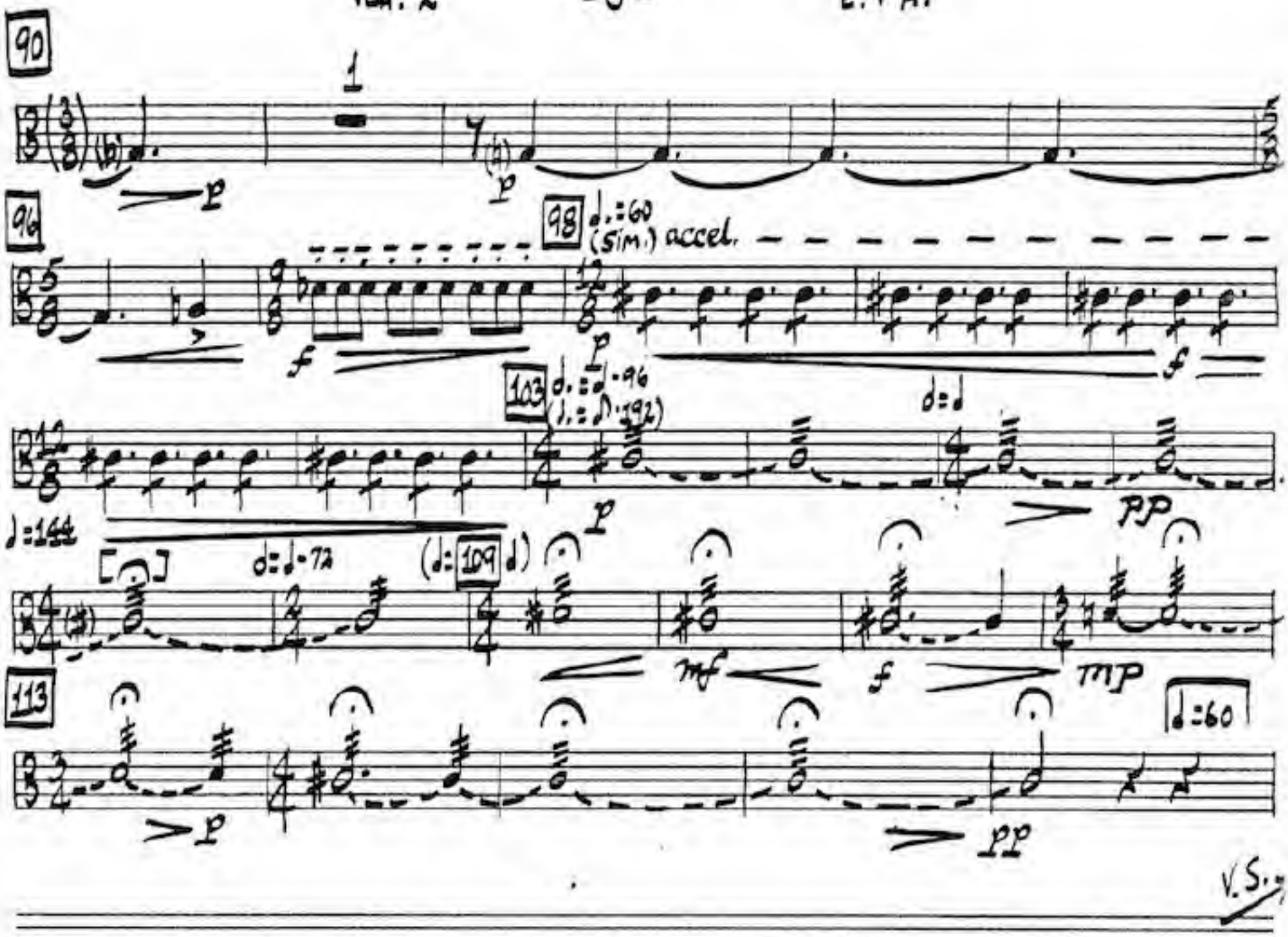
37

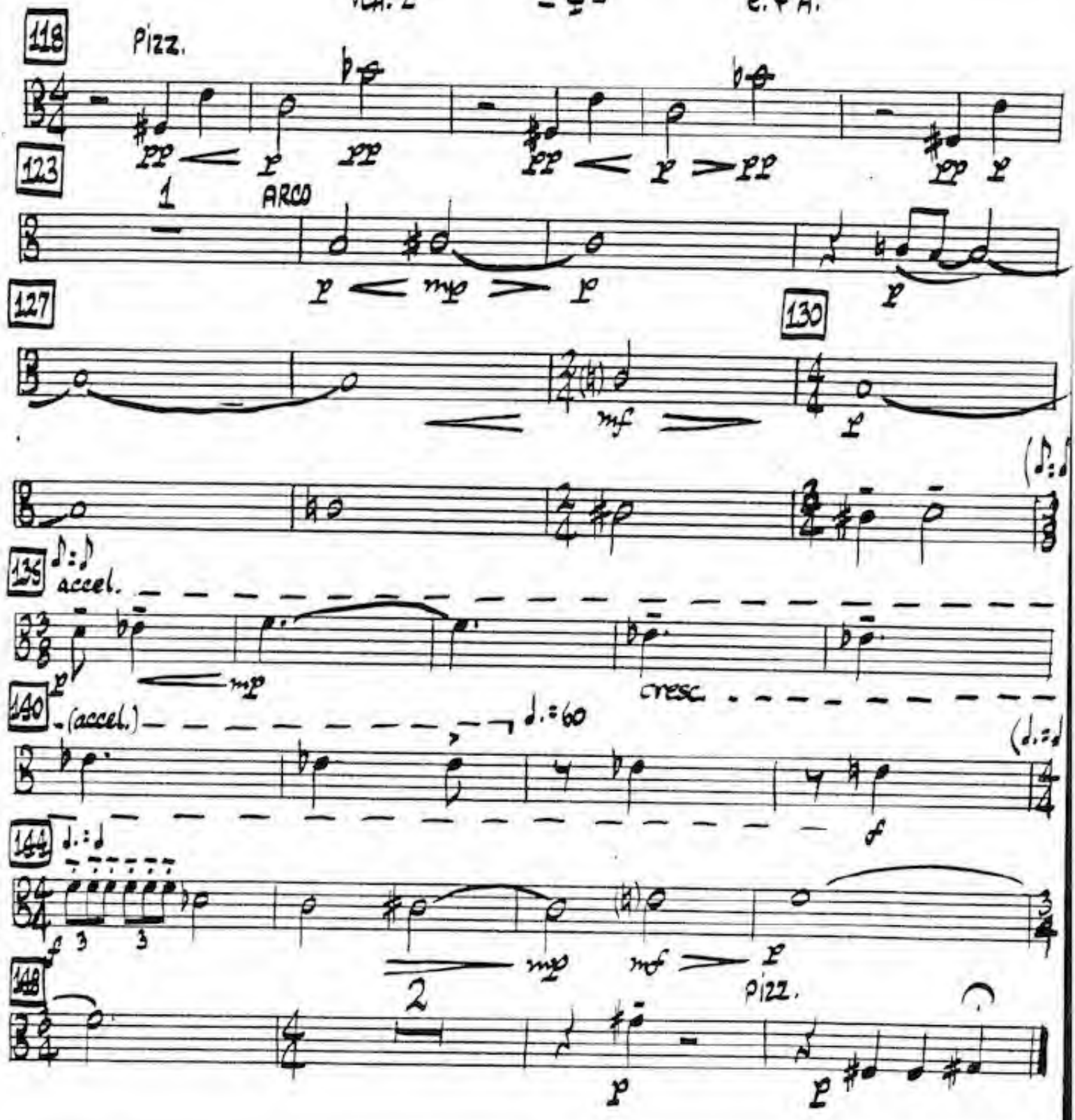
1 1 1

p< mf

V.S.


41
44
48
51
(CUE: NARR.) ANIMAL FLUIDS
(CUE: SOPR.) "AND THE EYES..."
PLAY
54
57
63
69
cresc.
cresc. poco a poco
75
80
84
sub.
sub.
sub.

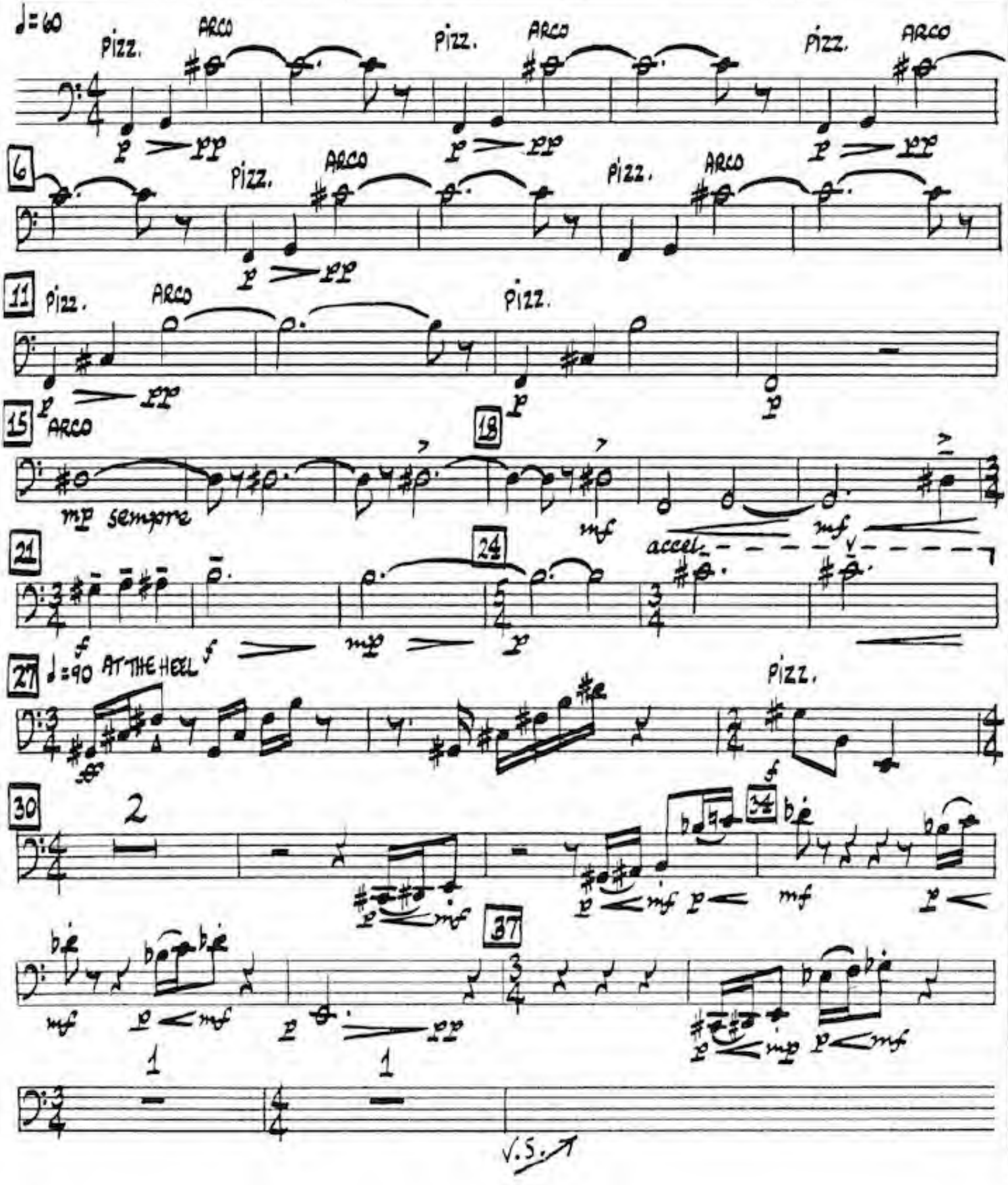

90
96
98
(sim.) accel.
103
113
V.S.

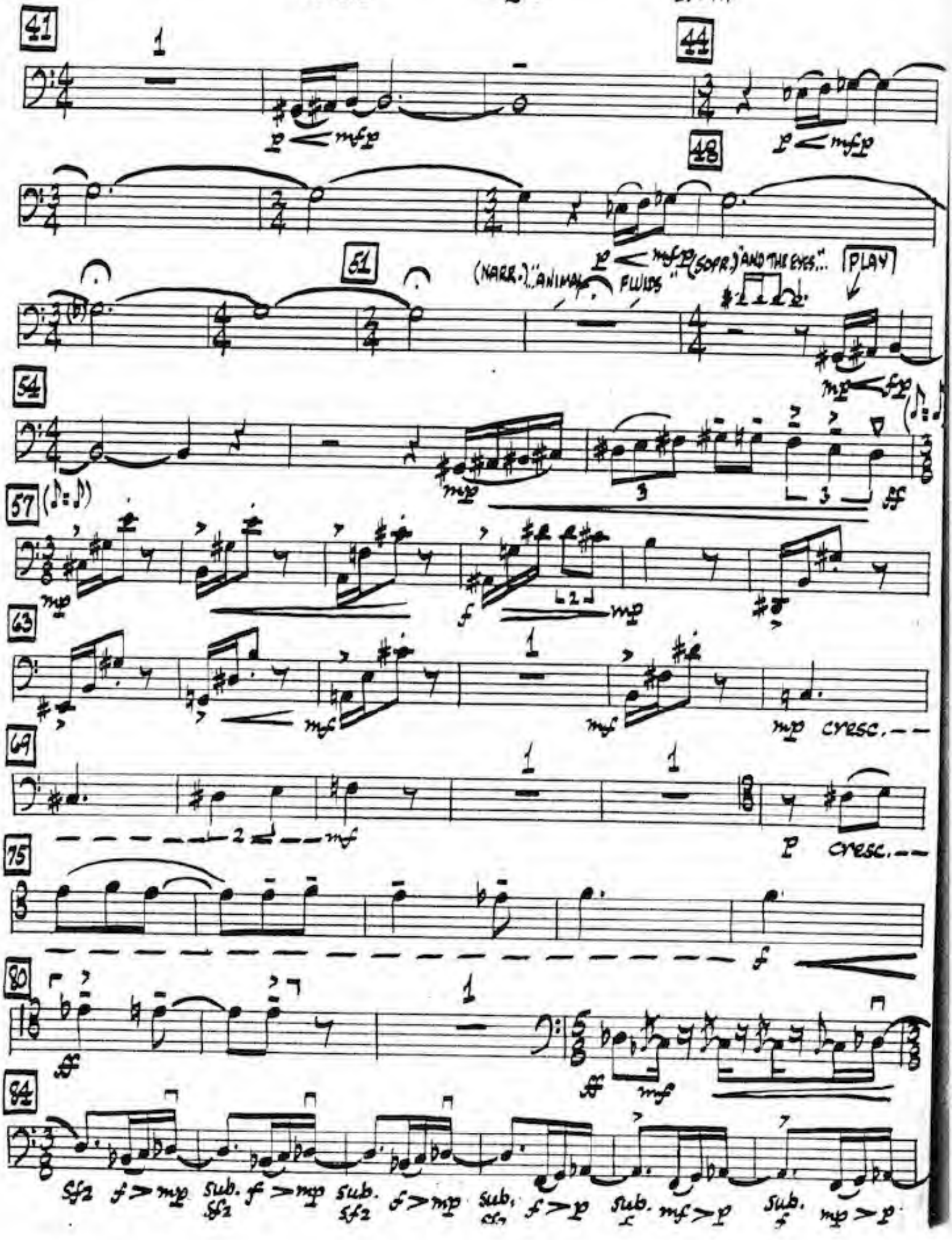

118
Pizz.
123
1
ARCO
127
130
135
accel.
140
(accel.)
144
148
2
Pizz.

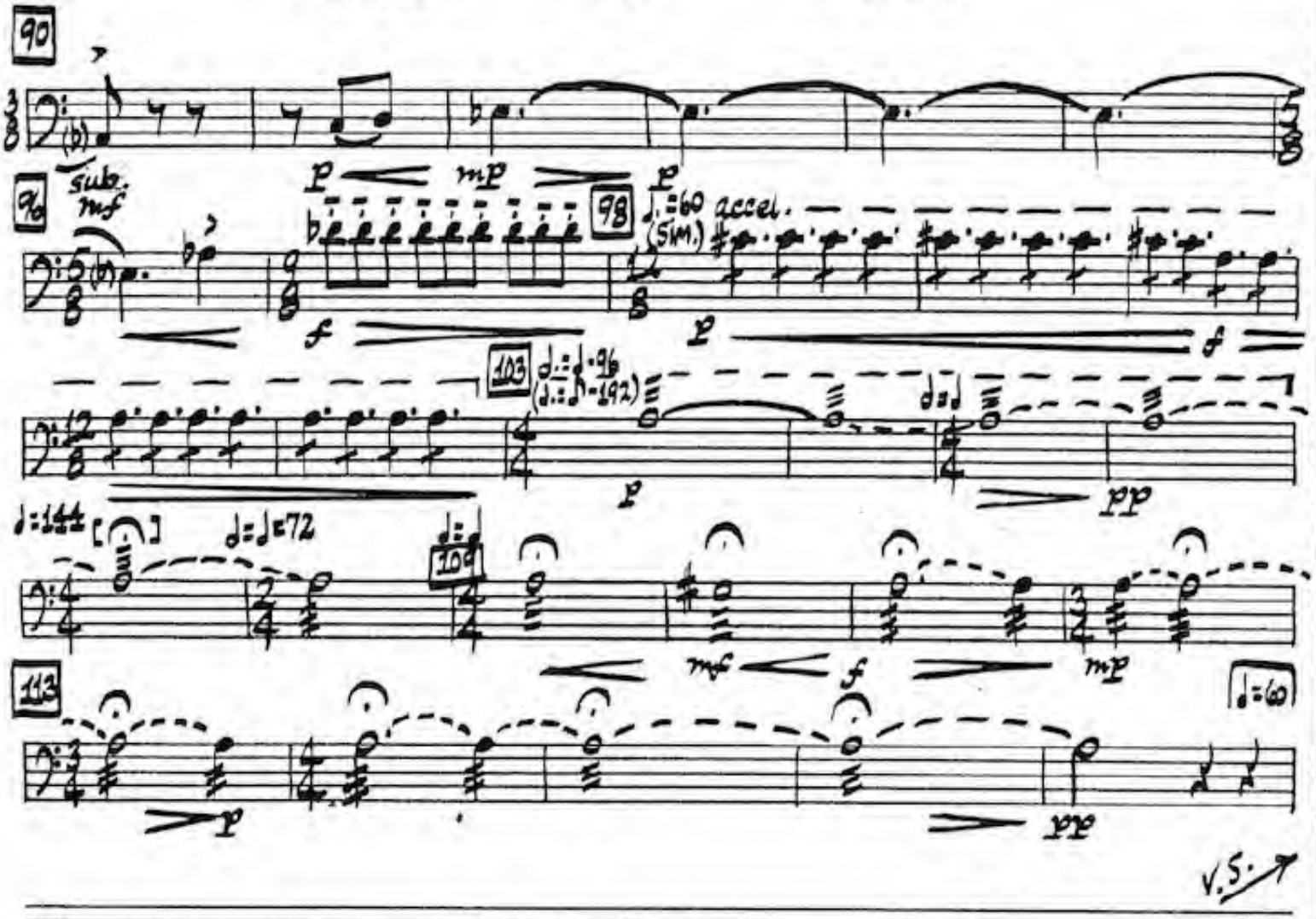
CELLO 1 (one player)

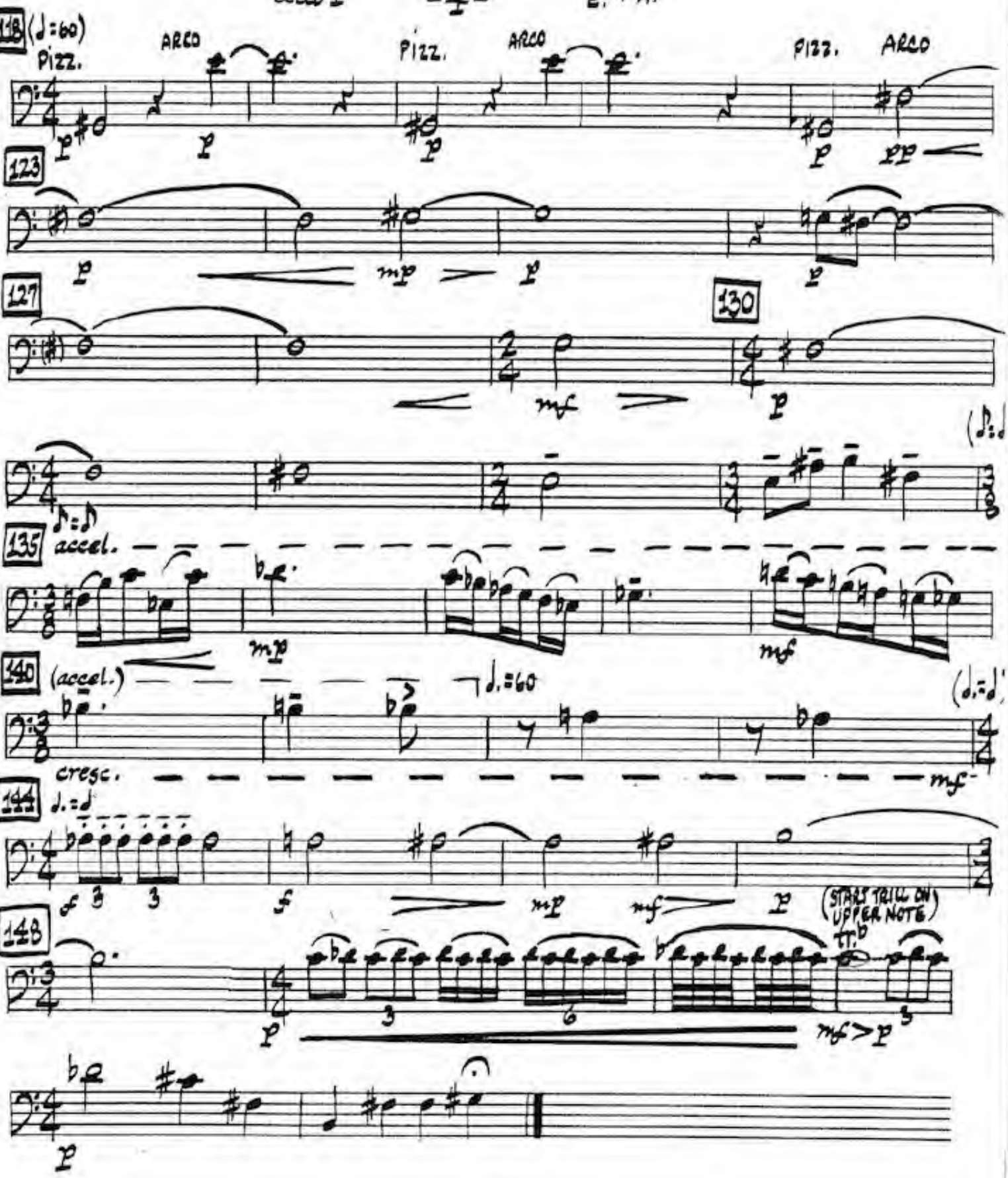
LAA COME

ELOHIM AND ADAM

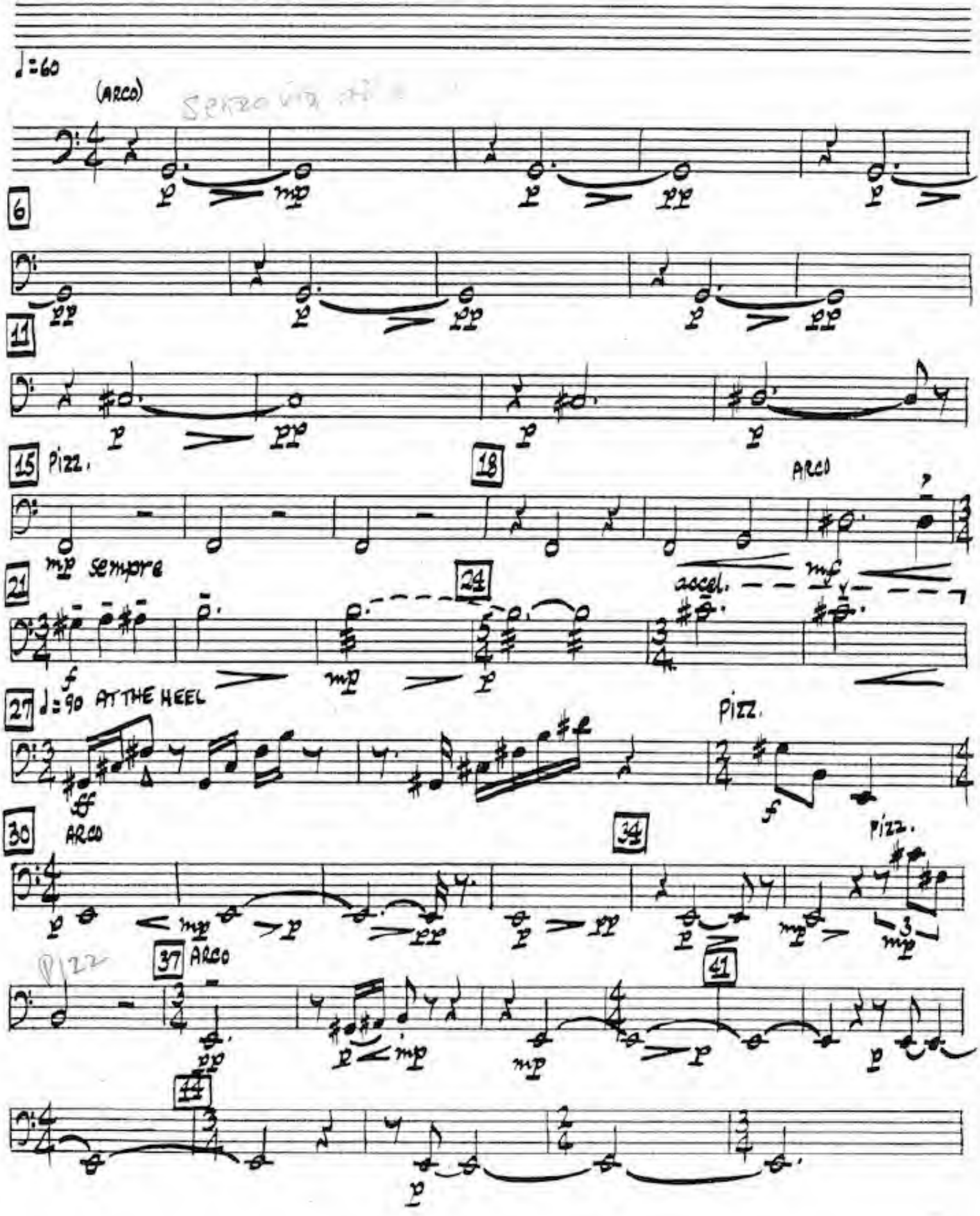


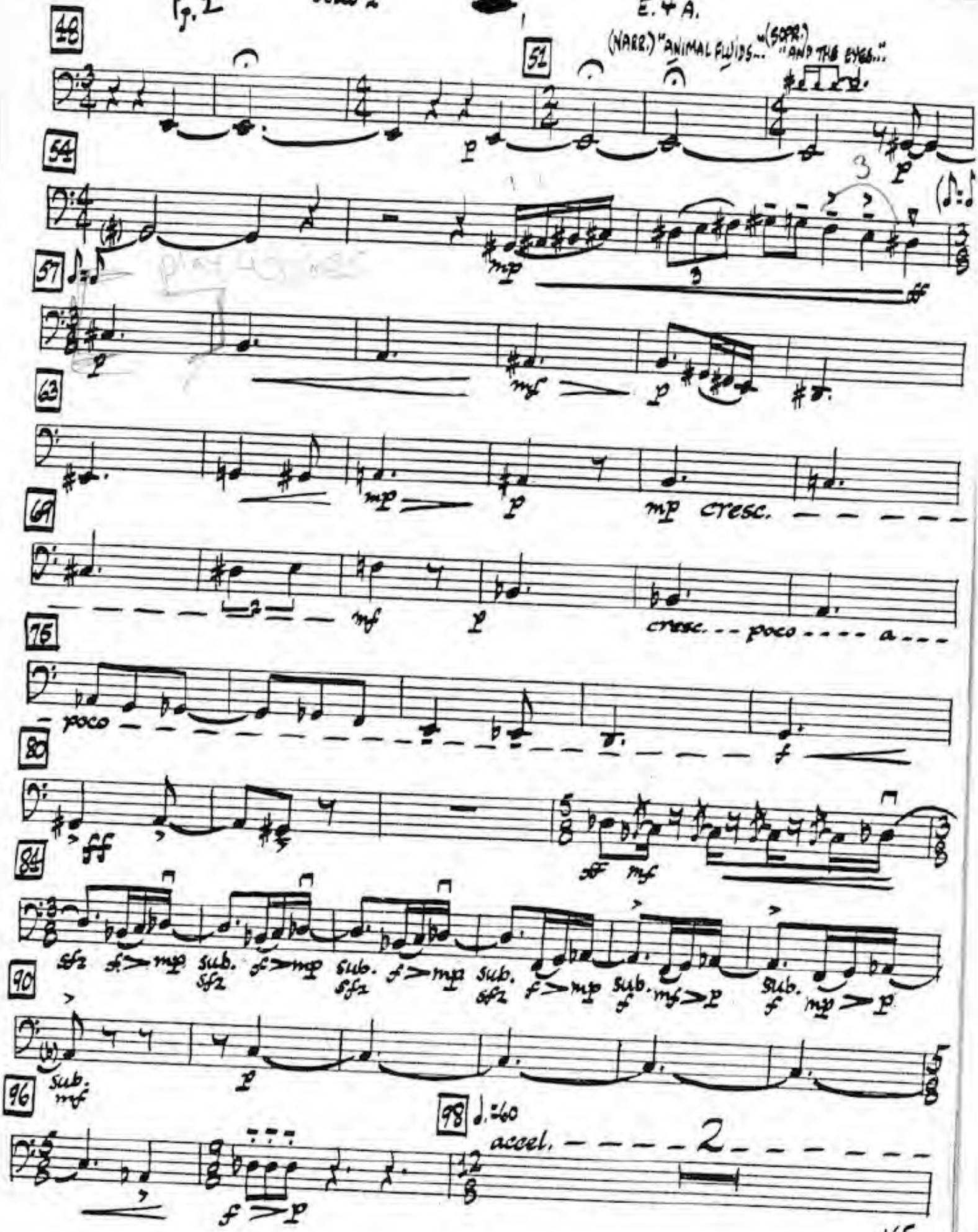

41
44
48
51
(NARR.) "ANIMAL FLUIDS"
(SOPR.) "AND THE EYES..."
PLAY
54
57
63
cresc.
69
cresc.
75
80
84
Sfz f > mp Sub. Sfz f > mp Sub. Sfz f > mp Sub. f > p Sub. mf > p Sub. mp > p


90
sub. mf
96
98
accel.
(SIM.)
103
109
113
V.S.


118
(♩=60)
PIZZ.
ARCO
PIZZ.
ARCO
PIZZ.
ARCO
123
127
130
135
accel.
140
(accel.)
♩.=60
cresc.
144
♩.=♩
(START TRILL ON UPPER NOTE)
tr
148

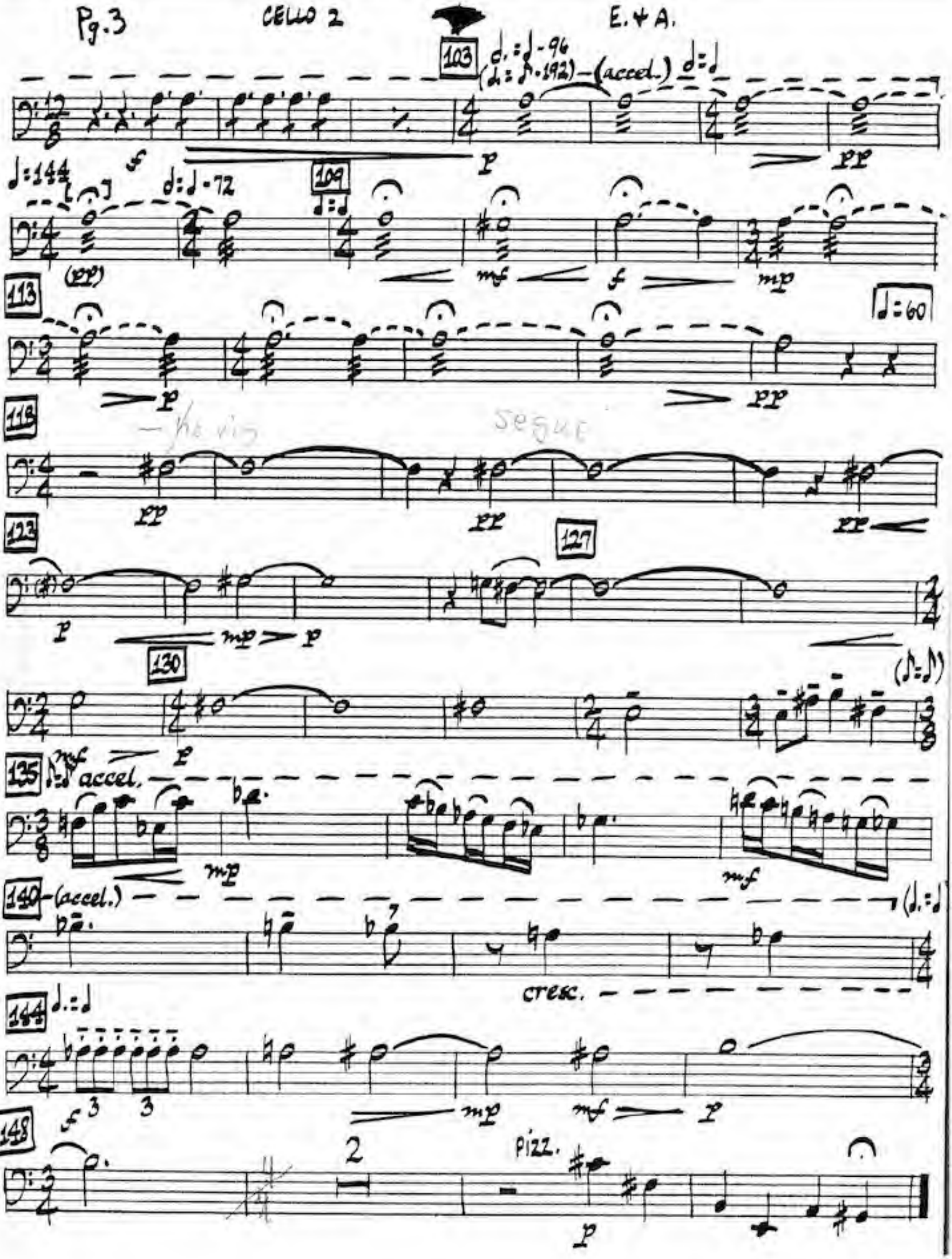
ELOHIM AND ADAM




48
51
(NARR.) "ANIMAL FLUIDS..." (SOPR.) "AND THE EYES..."
54
57
63
69
mp cresc.
75
cresc. - - poco - - - - a - - -
poco
80
84
90
96
98
accel.
2

CELLO 2

E. + A.

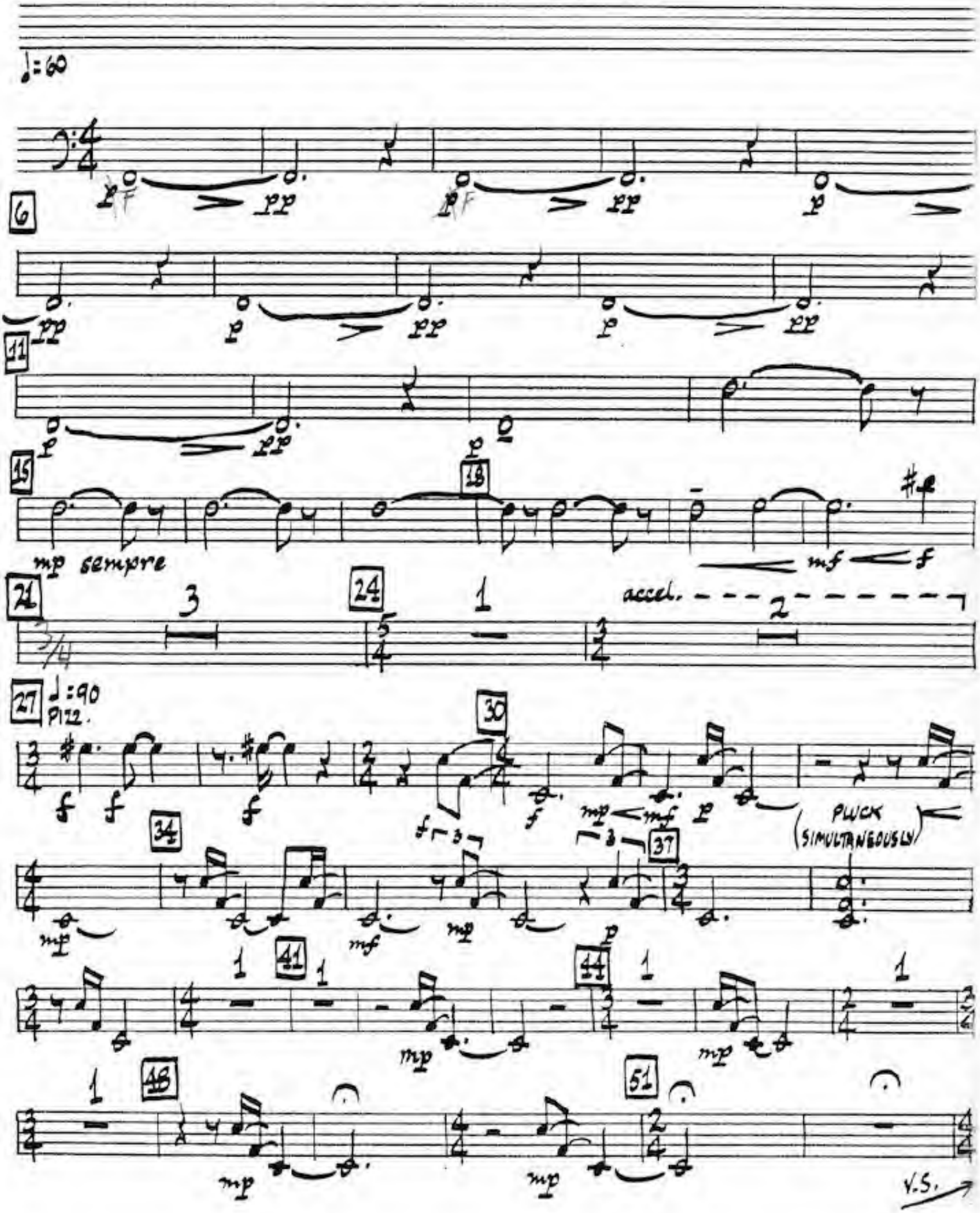

103
(accel.)
109
113
118
segue
123
127
130
135
accel.
140
(accel.)
cresc.
144
148
pizz.

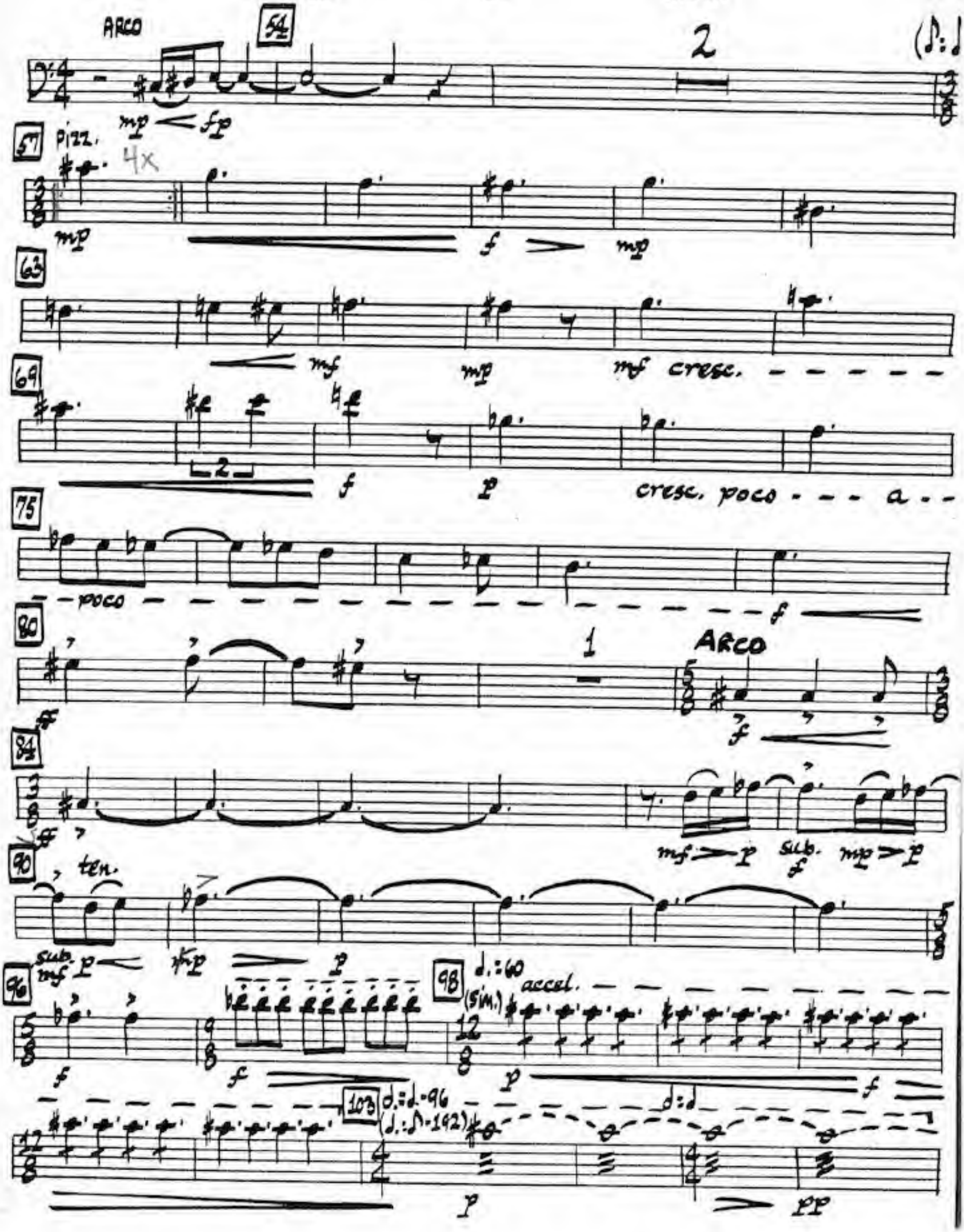
BASS (one player)

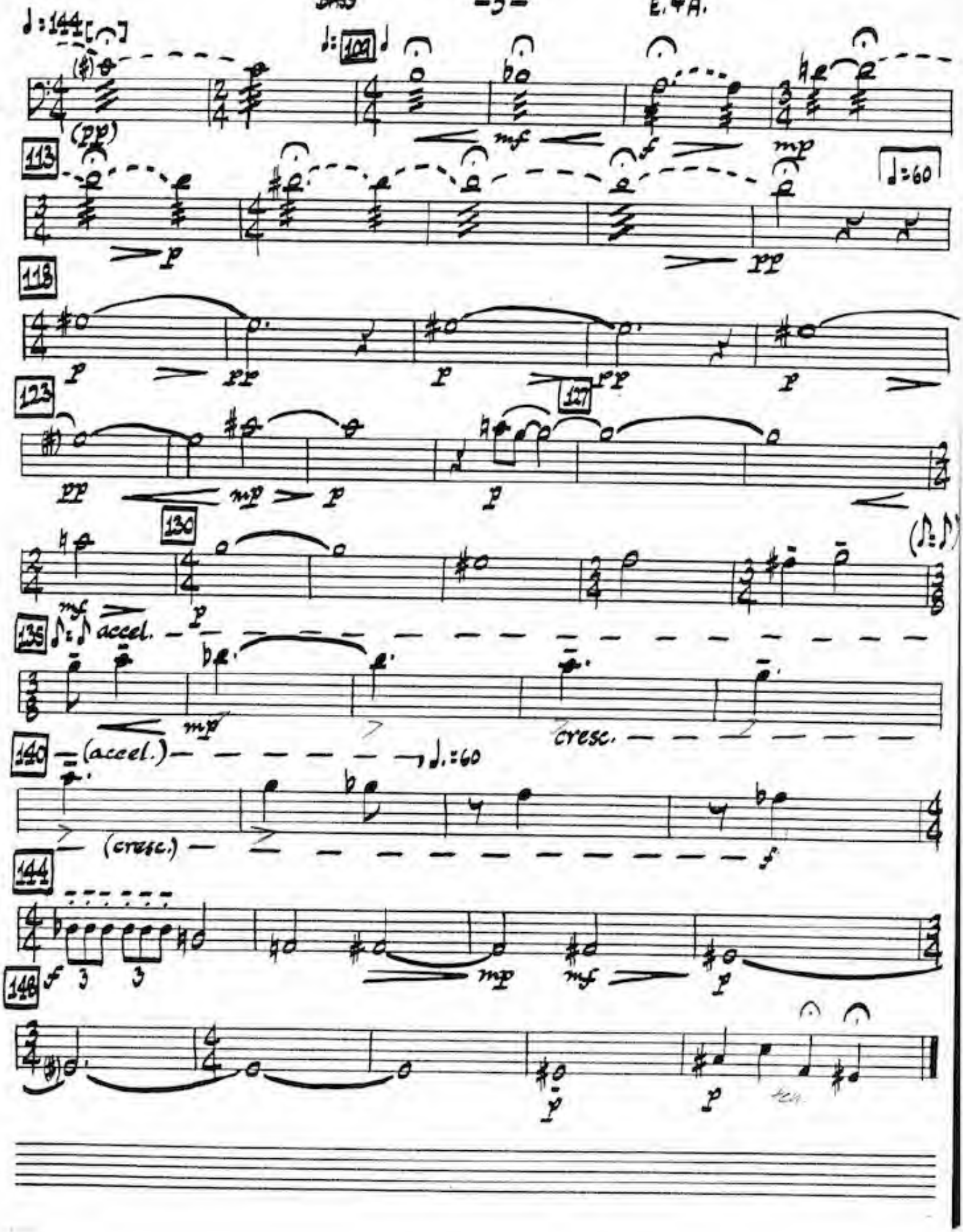
ELOHIM AND ADAM

LA COME

♩:60




ARCO
54
2
mp fp
57
Pizz.
4x
mp
f
mp
63
mf
mp
mf cresc.
69
f
p
cresc. poco a
75
poco
f
80
1
ARCO
f
84
mf p
sub. f
mp p
90
ten.
sub. mf p
mp
p
96
f
f
98
♩.=60
accel.
(sim.)
p
f
103
♩.=♩.-96
(♩.=♪-192)
♩=♩
p
pp


♩=144
(pp)
♩=109
mf
f
mp
113
p
pp
♩=60
118
p
pp
p
pp
p
123
pp
mp
p
127
p
130
mf
p
(♪=♪)
135
♪=♪ accel.
mp
cresc.
140
(accel.)
♩.=60
(cresc.)
f
144
f
3
3
mp
mf
p
148
p
p